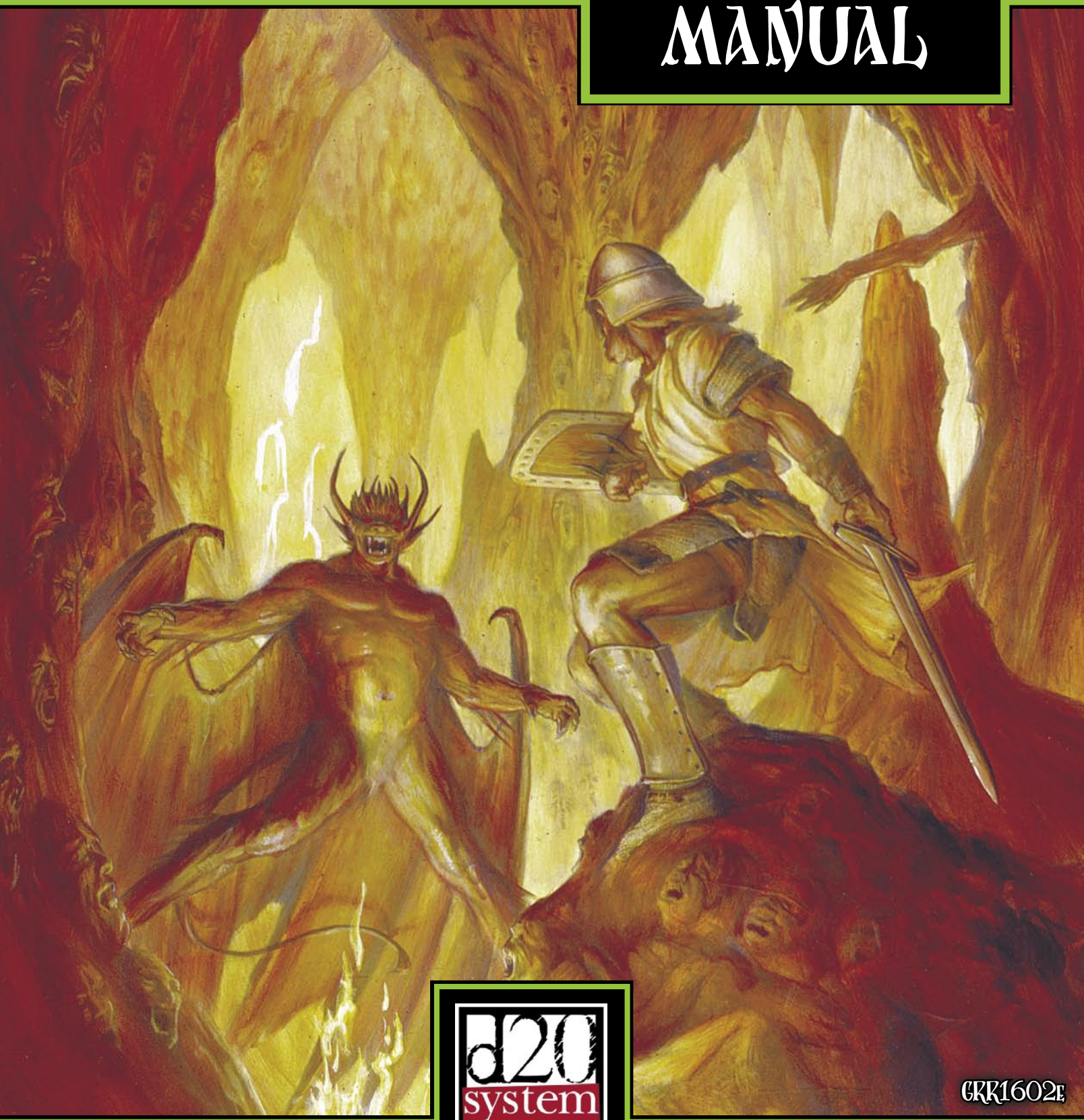
VISIT…

Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc.
This product utilizes updated material from the v.3.5 revision

Advanced Player's Manual

By Skip Williams



d20 system

GRR1602E

An Advanced Rulebook for the d20 System

The Advanced Player's Manual

Design: Skip Williams

Additional Design: Robert J. Schwalb (Chapter Two: Races), Steve Kenson (Appendix 1)
Editing: Scott Fitzgerald Gray Development: Robert J. Schwalb
Additional Development: Steve Kenson and Owen K.C. Stephens
Graphic Design: Marc Schmalz Art Direction and Additional Graphic Design: Hal Mangold
Cover Art: William C. Eaken
Interior Art: Toren "Macbin" Atkinson, Drew Baker, Kent Burles, Story Cook, Marcio Fiorito, James Smith III, Joseph Wichfield, Lisa Wood
Executive Producer: Chris Pramas
Green Ronin Staff: Steve Kenson, Nicole Lindroos, Hal Mangold, Chris Pramas, Marc Schmalz, Evan Sass, and Robert J. Schwalb.

Playtesters: Ben Aber, Kyla Adams, Keri Armstrong, Jennifer Ban, Noah Ban, Adam Blackwood II, **Karel Boissinot, Jolene Brisbois, Michael J. Brisbois,** Larry Bynum, Jacob Cabot, Tyler Carey, Mike Chaney, **Isabelle Charlebois, Erik Charles,** Thad Erickson, Michael Garner, Beth Hendrickson, Douglas Hendrickson, Kenny Hill, Mark Hugo, James Journey, Matthew Klein, Billy Kletch II, Cameron Lauder, **Éric Leblanc,** Anthony Lemus, Zach Lint, Veronica Lustre, Holly Martin, Andrew McCool, Russel Moore, **Michael Ouellet,** Ethan Parker, Andrew Putnam, Jeremy Putnam, **Frédéric Raymond,** Bruce Ripka, Becca Rosonske, Nick Seaman, Bruce Shanks, Nancy Shanks, Robin Sullivan, Wade Stuckwisch, Nathan Tolbert, Lydia Lee Wedge, Dave Weiner, Aaron Whamsley, Jennifer Whamsley, Marc Wiener, Max Zilz, Susan Zilz.

The Advanced Player's Manual is © 2005 Green Ronin Publishing, LLC. All rights reserved. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. *The Advanced Player's Manual*, Green Ronin, Advanced Rulebooks, and their associated logos are trademarks of Green Ronin Publishing, LLC.

The material in **Chapter Seven: Mass Combat** is taken from *Cry Havoc* by Skip Williams and is reprinted here with the permission of Skip Williams and Malhavoc Press. The Coordinated Melee attack feat from **Chapter Five: Feats** is from *Cry Havoc* by Skip Williams and is reprinted here with the permission of Skip Williams and Malhavoc Press.

Dungeons & Dragons® and Wizards of the Coast® are registered trademarks of Wizards of the Coast, Inc., and are used with permission.

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 5.0. A copy of this License can be found at www.wizards.com/d20.

The following text is Open Gaming Content: Chapters 1–4, 6, 8, and Appendices 1 and 2.

Printed in the U.S.A.

Green Ronin Publishing
P.O. Box 1723
Renton, WA 98057-1723

Email: custserv@greenronin.com
Web Site: www.greenronin.com

Table of Contents

Introduction 3

Luck 4
How Lucky? 4
Using Luck 4

Chapter One: Abilities 4

Generating a Luck Score 7

Chapter Two: Races 8

Mechanics 8
Ability Score Modifiers and Favored Class 8
Modifier List Options 10
Ability List Options 10
Gaining More Points 10
Humans 10
Dwarves 11
Elves 11
Gnomes 12
Halflings 13
Half-Races & Greater Races 13
Greater Dwarf 13
Half-Dwarf 14
The Planetouched Template 15

Chapter Three: Character Classes 17

Eldritch Weaver 17
Evangelist 21
Scout 25
Spellmaster 29
Thanemage 33
Warpriest 38
Epic-Level Characters 41
Epic Eldritch Weaver 41
Epic Evangelist 42
Epic Scout 42
Epic Spellmaster 42
Epic Thanemage 42
Epic Warpriest 42

Chapter Four: Skills 43

Manipulation-Based Skills 43
Expanded Skill Descriptions 43

Chapter Five: Feats 53

Feat Descriptions 53

Chapter Six: Description 56

Alignment 56
Numerical Alignment Ratings 56
Alignment Checks 60

Chapter Seven: Mass Combat 63

What Is a Unit? 63
Unit Combat Statistics 63
Baseline and Rendezvous Point 66
Initiative 66
Initiative Checks 66
Unit Ambush and Surprise 67
The Battle Round 67
Directing Troops 67
Attacks of Opportunity 67
Ranged Defensive Fire 67
Unit Actions 68
Unit Action Types 68
Standard Actions 68
Move Actions 68
Double Actions 68
Free Actions 68
Not an Action 68
Restricted Activity 68
Unit Actions without Orders 68
Move Actions 71
Miscellaneous Unit Actions 73
Free Actions 73
Commanders and Orders 74
Kinds of Commanders 74
Giving Orders 75
Command Checks 75
Order Descriptions 78
Injury and Death 82
Movement and Position 83
Combat Modifiers 85
Unusual Attacks 86
Cavalry Units and Mounted Combat 89
Morale 91
Unit Routing 92
Player Characters 92
Damage to Characters 92
Characters Attacking Units 92
Characters with Units 93
Terrain and Obstacles 94
Placement of Terrain 94
Terrain Characteristics 94
Terrain and Nonstandard Movement 97
Battlefield Magic 98
Concentration 98
Counterspells 99
Spell Descriptions 99
Range 99
Aiming a Spell in Unit Combat 99
Area Spells Used Against Units 103
Duration 103
Saving Throw 103

Chapter Eight: Spells 104

Spell Lists 104
Bard Spells 104
Cleric Spells 105
Druid Spells 105
Evangelist Spells 106
Paladin Spells 108
Ranger Spells 108
Sorcerer/Wizard Spells 108
Warpriest Spells 110
Eldritch Weaver Spells 112
Thread of Cantrips 112
Thread of Air 112
Thread of the Archer 113
Thread of the Artisan 113
Thread of Benighting 114
Thread of Blight 115
Thread of the Cavalier 115
Thread of Changes 116
Thread of Chicanery 117
Thread of Deception 118
Thread of Delusion 119
Thread of Destruction 119
Thread of Dimension 120
Thread of Earth 121
Thread of Emotions 122
Thread of the Executioner 123
Thread of Factotums 124
Thread of Fire 124
Thread of Fetters 125
Thread of Gemini 126
Thread of Knowledge 127
Thread of the Mendicant 128
Thread of the Mind 129
Thread of Oration 129
Thread of the Rogue 130
Thread of the Scribe 131
Thread of Shadows 132
Thread of the Skald 132
Thread of Smiting 133
Thread of Spheres 134
Thread of Storms 135
Thread of the Sun & Moon 136
Thread of Surcease 136
Thread of Travelers 137
Thread of the Undead 138
Thread of Veils 138
Thread of Vision 139
Thread of Wards 140
Thread of the Warrior 141
Thread of Water 141
Thread of the Wyrm 142
Spell Descriptions 143

Appendix I: Psychic Powers 180

The Psychic Class 180
Psychic Skills 183
Existing Skills 183
Psychic Skills 183
Strain 185
Psychic Skill Descriptions 185
Psychic Feats 201
Psychic Talent Feats 201
Metapsychic Feats 201
Psychic Feat Descriptions 201
Advanced Psychic Techniques 207
Damaging Psychic Shields 207
Extending Psychic Shields 207
Mental Conditioning 207
Psychically Aiding Others 208
Psychic Gestalts 208
Psychic Grappling 208
Self-imposed Memory Alteration 210
Telekinetically Wielding Weapons 210
Telepathic Eavesdropping 210
Teleportation and Sneak Attacks 210
Psychic Constructs 211
Psychic Abilities & Magic 212
Psychic Abilities & Psionics 212
Customizing Psychic Abilities 213
Custom Feat & Skill Lists 213
Restricted Access to Psychic Skills 213
Alternatives to Strain 213
Familiarity vs. Distance 215

Appendix II: Sample Units 215

Index 222

Introduction

Welcome to *The Advanced Player's Manual!* Some time ago, I sat down with Chris Pramas of Green Ronin Publishing to discuss the limits of fantasy campaigning under the d20 rules and just where those limits needed pushing back. I thought about that conversation for a long time afterward, and this book is based on my conclusions. This book has less to do with pushing the envelope (though purists will find plenty of that in these pages) and more to do with removing roadblocks to good campaigning. It reflects my way of dealing with the frustrations that GMs and players seem to encounter fairly regularly. Here, then, is what I've cooked up for you (with help from the Green Ronin staff and anyone I've ever joined in a debate about the merits of game rules):

Chapter One: Ability Scores

The d20 game's six basic abilities do a pretty good job defining a character's capabilities, but from time to time characters face situations that have very little to do with their capabilities. GMs, too, often must deal with tiny little details that they must simply make up on the spot. To deal with these situations, I offer the Luck ability. Luck provides several ways for players and GMs to quickly handle minor details and occurrences that could affect the flow of the game.

Chapter Two: Races

What's a new rulebook without a few new races? Alas, time on this project ran out before I could tackle the subject. So, Green Ronin's Robert J. Schwalb offers a system for tweaking your character's race just about any way you like. This material fits the book's overall theme beautifully because it puts you, the player, in control of your character's racial attributes.

Chapter Three: Character Classes

The six character classes in this chapter offer you new choices not only during character creation, but also throughout your character's whole career. As a character gains levels in these classes, new options open up. When choosing one of these classes, consider your character's ability scores carefully and consider what opportunities might lay ahead for you.

- *Eldritch Weaver:* This class represents my take on magical specialization. An eldritch weaver is an arcane spellcaster similar to a wizard, except the character collects spells according to an overarching theme that I call a thread. Follow a thread far enough, and you develop special abilities related to that thread.
- *Evangelist:* This class might best be described as a worldly priest (and haven't we seen plenty of examples of that recently). Your evangelist might prove something of a scoundrel, but don't overlook the possibilities an altruistic evangelist might bring to your games.
- *Scout:* Here's a class for players who just can't wait to find out what's around the next corner or over the next hill. Depending on how you build your scout, your character could be at home in the dungeon, the wilderness, or in cities.
- *Spellmaster:* If you just plain like to cast spells, consider a spellmaster. The spellmaster's magic is often a long time coming, but a spellmaster never truly runs out of spells.
- *Thanemage:* This class came to life late one evening when I was thinking about a certain albino swordsman/spellslinger and what that fellow had in common with a certain travel-worn do-gooder who met some bewildered novice adventurers in a crowded inn one autumn evening. The thanemage combines arcane knowledge and spellcasting with respectable fighting ability. The class also has access to a slate of supernatural abilities for attack and defense.
- *Warpriest:* The warpriest is a divine spellcaster who can pack a considerable offensive punch. The character chooses a personal repertoire (like the sorcerer and the bard), which makes the character fairly easy to play. A warpriest also does quite well in mass combat.

Chapter Four: Skills

I'll make a confession here: I've never met a new skill for the d20 game that I really liked. Of course, some d20 products introduce new concepts that just cry out for new skills, but those cases are pretty rare. So, I'm not offering any new skills in this chapter. Instead, I offer alternate uses for existing skills and I'm giving you ways to deal with skills when the creature using them isn't your run-of-the-mill humanoid.

Chapter Five: Feats

Feats are perhaps the best way to introduce new character options into the d20 game. The ones presented here have a decidedly mass-combat flavor, but anyone who relishes overthrowing the enemy will find them useful.

Chapter Six: Description

This chapter has two major parts. The first contains nuts and bolts material for randomly determining starting ages for the new classes presented in **Chapter Three**. The remainder of the chapter looks at the concept of alignment in detail. It offers a method for converting standard alignments into numerical values, or alignment scores. You can use an alignment score to help track changes in a character's alignment over time. Even better, you can use an alignment score just as you use an ability score to make alignment checks.

Chapter Seven: Mass Combat

When the earth in your campaign trembles under the impact of troops on the march, don't despair. This chapter offers a detailed system for handling big numbers of combatants.

Chapter Eight: Spells

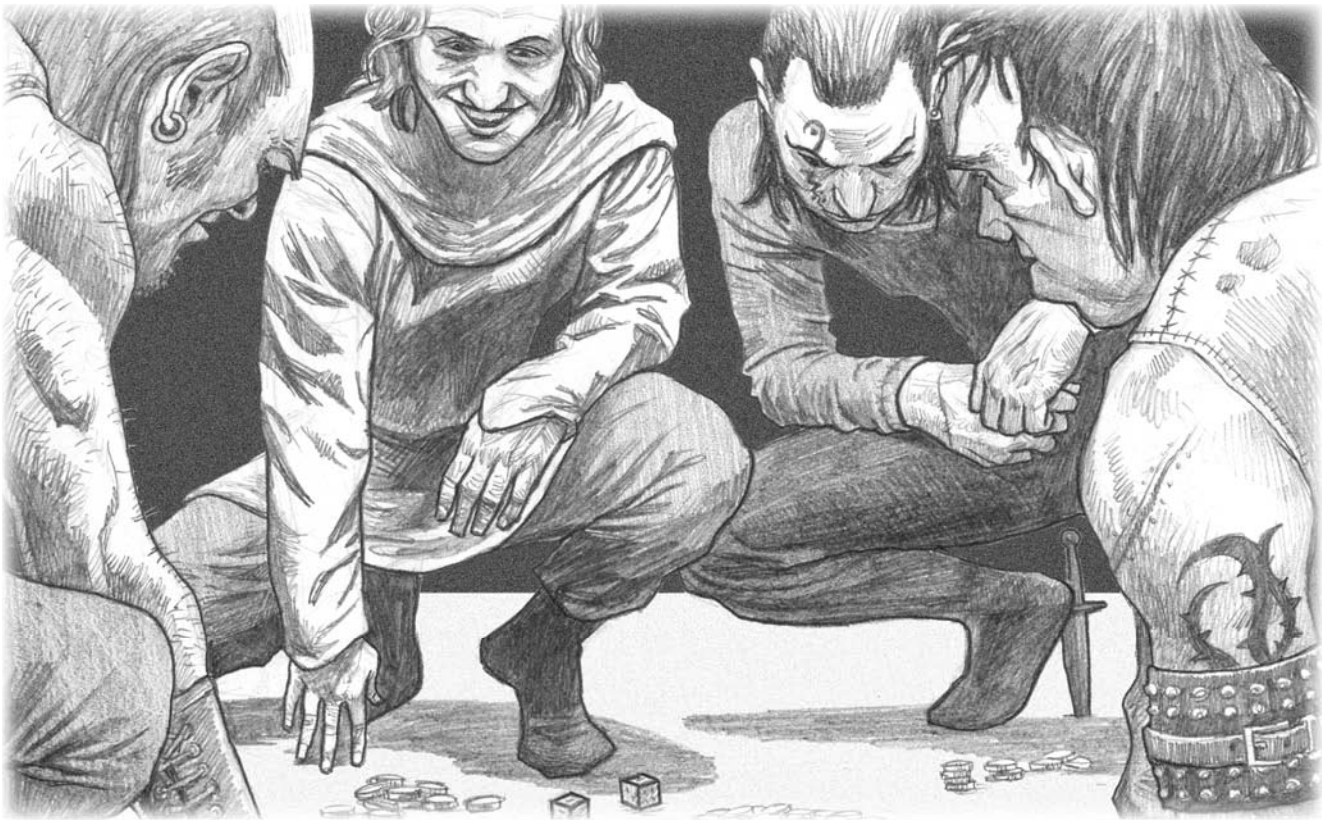
I've devoted the final chapter in this book to new spells. In general, the spells in here fall into three broad categories: Spells necessary to round out the eldritch weaver's various threads, spells that help complete the class spell lists for the other new classes in this book, and spells that I just up and wrote because I could.

Appendices

The book also includes two appendices. In Appendix 1 Steve Kenson provides an alternate system for handling psychic powers. This material originally appeared in Green Ronin's *Psychic's Handbook* and it fills a role very similar to the psionics system in **Appendix I** of the 1st Edition *PHB*. Remember what I said about new skills earlier? This system is one of those rare exceptions. **Appendix II** provides unit stats for many of the most common creatures of the *MM*, so you can use the mass combat rules in **Chapter 7** with ease.

That completes our brief tour of what's in this book. Dive in, take what you like, and have fun with it.

—Skip Williams, August 4, 2004



Chapter One: Abilities

Through the dark night, the hero trails the assassin to a final confrontation in a squalid poorhouse, only to later emerge bloody but victorious after a viscious struggle to the death. Though he clutches the long-sought clue to the miscreant's identity—a bloodstained dagger bearing a strange device on the pommel—the challenge has only begun.

Sometime this night, the assassin's shadowy superiors will hear of their minion's untimely demise, but how soon? And how much of a head start will the hero gain in his race to elude them? The dark streets he slips through operate under their own laws, the corrupt city watch still makes its random patrols, and in every shadow lurks a potential witness to a presumed killer fleeing the scene.

A dire situation, to be sure. Trailed by assassins, desperate to avoid capture by the authorities, the hero's future is uncertain. With a little luck, the escape might be possible—but just how lucky is he? And how will that luck run in the end?

- Luck -

Luck measures just how kind fate is to your character, determining whether circumstances always seem to conspire to defeat him, or whether things more often than not happen to go his way. Luck also reflects a character's ability to choose a favorable alternative from among several apparently random choices, or can allow a character to accomplish difficult objectives or avoid deadly mishaps when his abilities or training might not be up to the task.

How Lucky?

As an ability, Luck works just like any other ability score, and has a typical range of 3–18. As with any other ability, a character's Luck score gives him a Luck modifier as shown on **Table 1–1: Ability Modifiers and Bonus Spells** in the *PHB*.

Using Luck

The Luck ability offers GMs a tool for objectively determining how fate affects a character's life, particularly when factors that the GM can't control (or simply hasn't planned for) come into play. As well, Luck can provide an effective way for players to minimize some of the more destructive whims of fate (see the following section—**Luck Points**).

Luck Checks

A Luck check determines how some coincidence or chance event works either for or against a character, and uses the character's Luck modifier added to the result of a d20 roll like any other ability check. Unlike a normal ability check, though, on a roll of 20, roll once more and add the second roll to the first—but don't roll again if the second roll is also a 20.

In many cases, the GM will make the check secretly so a player isn't automatically aware that fate is in play. Generally, only the GM can call for a Luck check, and though players can ask for a check if they feel circumstances warrant, the GM has final say.

The DC for a Luck check depends on how likely a favorable outcome would be for the given circumstances if simply left to fate.

Table 1-1: Example Luck Scores

Luck Score	Luck Modifier	Example
1	–5	Everything that can go wrong for the character will go wrong
2–3	–4	Likely to be killed by a flash flood in the desert
4–5	–3	Has one bad day after another
6–7	–2	Usually loses at cards
8–9	–1	Fate provides the occasional annoyance
10–11	+0	Not noticeably lucky or unlucky
12–13	+1	Fate provides the occasional favorable break
14–15	+2	Wins at cards without knowing the rules
16–17	+3	Leads a charmed life
18–19	+4	If lost in the desert, will find the only oasis
20–21	+5	Can trust to luck and get away with it more often than not

- **DC –5:** Any outcome normally guaranteed to occur—getting wet in the rain, being burned by fire, suffocating after being buried.
- **DC 0:** Outcomes which are virtually guaranteed—being robbed after bragging about your wealth in a thieves guild, finding a forge in a blacksmith's shop, attracting the attention of the local constabulary by uttering threats in public.
- **DC 5:** Outcomes that are highly likely—finding a room at a local inn on a typical day, meeting a traveler on a busy road, exposure to parasites in a filthy sewer, finding a particular mundane item for sale in a small town, finding criminals in a seedy tavern. For DCs of 5 or below, making a Luck check usually isn't worth the effort unless you want to play a failure for laughs.
- **DC 10:** An outcome just as likely to occur as not—disparaging a local lord in a busy place and having word reach his ears, finding a particular masterwork item for sale in a small town, stumbling onto a crime in progress in a bad neighborhood.
- **DC 12:** A normally even outcome weighted slightly by circumstance—disparaging the same local lord as above but not knowing that a member of the lord's militia is listening, being able to commit a crime in a bad neighborhood without attracting attention.
- **DC 15:** An outcome roughly half as likely to occur as not—choosing the right path when confronted by three possible escape routes with no idea which two lead to danger, trying to find a particular NPC by hanging around her favorite haunts.
- **DC 18:** An outcome that's fairly improbable—a spell of rain in the desert, trying to find an NPC by hanging around places you only think she might frequent.
- **DC 20:** An outcome that's downright improbable—a snowstorm in the desert, checking into an inn and just happening to get the room next to the NPC you're seeking.
- **DC 22:** An outcome that defies prediction—a ship arriving by happenstance to rescue a character stranded on a desert island that's located off the main trade routes.
- **DC 25:** An outcome that might be unremarkable by itself but which occurs at exactly the right moment—a character who leaps out a window and lands in the back of a passing hay wain.
- **DC 30:** An unlikely and completely fortuitous outcome—looking down to discover a pouch full of gold or secret documents in the street.
- **DC 35:** A fortuitous outcome that arises as the result of a whole chain of unlikely events—a character who discovers that some trinket he's always carried is actually the key to the door of a secret crypt at the climax of an adventure.
- **DC 40:** An outcome so improbable that it defies belief—a character with a fully laid-out lower-class history discovers that he's actually the last scion of a noble family.

Luck in the Game

It's important to note that for many of the actions a character might take, the degree of luck involved in any possible outcome will always be affected by other factors. Take, for example, the character who looks down to find a bag of gold at his feet. It's clearly sheer luck that sees the bag dropped where he could find it, but the relative ease of his finding it might well change depending on his having some prior indication that a bag of gold had gone missing in the area, or if he was making a Search check for some other object at the time.

As well, over and above providing a formal mechanism for working random chance into your game, Luck checks can be used in some specific ways.

Picking an Unlucky Character

When there's a more or less equal chance for any one member of a party to be affected by some action, circumstance, or twist of fate, rather than the GM simply rolling randomly, each character can make a Luck check to determine which one is affected. In this way, ranged weapons which go astray, nonintelligent monsters who need to pick a single target, or traps and effects which normally hit creatures at random will all target the unluckiest characters.

Random Annoyances

Anyone can have a bad day now and then, and if an extra level of sometimes-humorous realism fits your game, the GM can use Luck checks to throw small mishaps at characters. For example, characters exploring a steamy tropical jungle might encounter the

occasional falling coconut (or other suitably large and potentially funny produce). Every hour or so, a DC 15 Luck check might be required to avoid getting hit, with a failed check dealing some small amount of nonlethal damage (or perhaps just injuring a character's pride). Likewise, Luck checks could be used to avoid slipping in mud puddles, tripping on stairs, and other minor mishaps (though for any actions with serious consequences, saving throws or skill checks are probably more appropriate).

Collateral Effects

When a character suffers a major or dramatic mishap (falling into a pit, failing a Climb or Jump check by a wide margin, and so on), you can use a Luck check (DC 15 to 20, depending on the violence of the mishap) to determine if any items the character wears or carries become damaged or lost.

> **Example:** *If a boat carrying a character capsizes, a DC 15 Luck check will determine if that character inadvertently drops any items into the water, loses her grip on a weapon or shield, or has some piece of clothing torn off in the current (1d4 items lost on a failed check, with small items carried in pouches or pockets most likely to be affected).*

Likewise, possessions could be broken or lost when a character is subjected to massive damage (see **Chapter Eight: Combat** of the *PHB*). For items dropped or lost, the GM can choose or consult **Table 1–2: Items Dropped or Lost** as appropriate.

Option 1: Luck as a Substitution

One great way to use Luck in your games is to allow players to substitute their Luck modifier for another ability score. In this option, you could substitute your Luck modifier for Dexterity when making a Balance check, or Luck for Wisdom when making a Will save. While any check, even attack rolls and initiative for that matter, can substitute your Luck modifier, you are limited to the amount of times you can use your Luck score in this way. Each character may substitute his Luck score a number of times per day equal to one-quarter his character level (minimum of once per day), so an 8th-level character can substitute Luck for any other ability twice per day.

Table 1–2: Items Dropped or Lost

d% Roll	Lost Item
01–35	Stowed item
36–60	Sheathed item
61–77	Item in hand
78–87	Jewelry (except rings)
88–92	Shield
93–94	Ring
95–100	Clothing

> **Example:** *Rob has a 12 Dexterity and an 18 Luck. His party fights a band of orcs, being careful to conceal the sounds of battle behind a well-placed silence spell. However, one of the orcs makes a break for it to alert the rest of the tribe. Rob has one opportunity to drop the orc. He makes a ranged attack with his masterwork longbow, but, he's not a very good shot, so he substitutes his Luck modifier for his Dexterity modifier when making the attack, giving him a far better chance of dropping the orc than he ordinarily would.*

Option 2: Luck Points

Luck points make a character's Luck score a tool for players, granting them a bit of control over the fickleness of fate by modifying any die roll they make during play. This ability tends to make characters slightly more powerful than normal, so luck points are most suitable for low-magic campaigns or particularly challenging scenarios where characters need all the advantage they can get.

Each day, a character receives one luck point for each point of positive or negative Luck modifier she has (so that a character with a Luck score of 10 or 11 receives no luck points, a character with 8 or 9 Luck has –1 luck points), which can then be spent to reroll any attack, check, or saving throw the player makes. In the case of negative luck points, the GM can call for the character to reroll any one roll of a d20, taking the worse result of the two. The decision on whether to spend a luck point to reroll is made after the original d20 roll but before the roll's resolution by the GM, so the player may have to decide whether to reroll without knowing whether the roll is a success or failure. Once the character rerolls, she can use either the new roll or the original, or can spend another luck point to reroll again (up to as many times as she has luck points available).

Any unused luck points are lost at the end of each day, and characters cannot save unspent points for later use. As well, luck points can't be spent when taking 10 or taking 20 on a skill check, as either of these approaches implies an attempt to beat the odds by removing luck as a factor.

Option 3: Luck Tokens

In this option, using luck depends entirely on how much or how little your dice like you. Every time you roll a natural 20, you get a lucky token. Thereafter, you can spend your token to substitute

Variant: Keeping Luck Secret

As one possible variant, the GM can keep a character's Luck score secret, thereby always keeping the players wondering just when, exactly their luck will run out, or whether they have good luck or bad luck on their side. To take things further, GMs can generate a new luck score for a character at regular intervals, monthly, at the beginning of a new adventure, maybe even daily, to show just how fickle fortune is.

your luck modifier for any other Ability Score, just as described in Option 1. If you have a negative luck modifier, or no modifier, you may spend your lucky token, but instead of substituting the result, you reroll the check, apply the Luck modifier in place of the normal ability modifier.

Every time you roll a natural 1, you gain an unlucky token. The GM can use unlucky modifiers to apply your luck bonus to an opponent's roll, or apply your luck penalty to any roll of a d20 you make.

If you have an unlucky token, and then roll a natural 20, instead of gaining a lucky token you cancel the unlucky token. Likewise, if you have a lucky token and roll a natural 1, it automatically cancels out your lucky token. Note, characters with a negative or no Luck modifier who roll a natural 1 cannot spend a lucky token to reroll this result.

Use pennies, extra dice, marbles, paper chits, or even glass beads to mark your lucky and unlucky tokens.

Generating a Luck Score

The easiest way to generate a character's Luck score is to treat Luck as any other ability, so when creating a new character, a player will roll seven ability scores using whatever method the GM approves. In a campaign that uses a point-buy system, it's usually best to increase the number of points by just enough to allow the purchase of one additional ability score of 10. A player will then need to decide whether to spend the extra points elsewhere and have an unlucky character, or to increase a character's luck at the expense of other abilities. Alternatively, if your game uses a default array of ability scores for characters, add an additional score of "10."

Alternatively, Luck can be treated not as an ability but as a characteristic derived from a character's Wisdom and Charisma (add together, divide by 2, and round down to the nearest whole number). Wisdom represents a character's willpower, common sense, perception, and intuition—all things that lucky people tend to have in abundance. Likewise, Charisma represents force of personality and self-confidence, both key components of fortune. Since Charisma tends to be a throwaway ability for many d20 character classes, this averaging method tends to either give most players average Luck scores while concentrating luck points in those classes and characters which rely on Charisma, or to give players a reason to think about keeping Charisma high at the expense of other abilities. For example, paladins and evangelists (see **Chapter 3)** tend to have better than normal Luck scores under this system because both classes place an emphasis on Wisdom and Charisma.

If you're using this method, changes to a character's Wisdom or Charisma score (temporary or permanent) also change the character's Luck score and their Luck point bonus.

Fine-Tuning Luck

Granting one luck point per point of Luck bonus each day gives characters a modest boost in power, but to make the most of their luck, players need to be fairly choosy about when to spend their points. To give a bigger power boost, consider granting luck points every hour or every encounter, making them plentiful enough that characters can push the envelope a little, increasing the excitement level of the game by taking risks they might otherwise not take.

Alternatively, luck points could be granted only every week, month, or character level, making them precious enough that most characters will reserve them only for life-or-death situations.

Luck Points and the Luck Domain

Clerics with the Luck domain gain a +2 bonus to their Luck score, granting them the additional reroll described in the Luck domain entry.

Luck Scores for Monsters and NPCs

If you're treating Luck as a new ability generated separately from a creature's other six ability scores, it's easiest to simply assign Luck scores of 10 (granting no luck points if you use the luck points rules) to most monsters. If you customize a monster by assigning its ability scores, you can always assign it a higher Luck score and give it a few luck points, just as you should assign Luck scores to NPCs the same way you assign their other abilities.

If you're treating Luck as a characteristic derived from a creature's Wisdom and Charisma scores, calculate a creature's Luck score and bonuses accordingly. Note that under this method, dragons (particularly older ones), fey creatures, and many outsiders will prove very lucky.

Fortune-blessed and Fortune-spurned Templates from the Advanced Bestiary

Green Ronin's *Advanced Bestiary* presents two templates, one favored by luck, and the other spurned, fortune-blessed and fortune-spurned, respectively. If you use both this book and the *Advanced Bestiary*, characters or monsters with the fortune-blessed template gain a +4 bonus to their Luck scores, while those with the fortune-spurned template take a –4 penalty to their Luck scores.

Chapter Two: Races

The *PHB* offers a survey of balanced core races, each with its own unique flavor but assuming a number of technological, social, and environmental similarities between them. The *DMG* and *MM* offer examples of many variations on those core themes, with subraces (the xenophobic wild elves and nefarious drow, the svirfneblin and forest gnomes, and many more) all with appropriate guidelines for how each might be adapted to standard play. In the end, though, much of the variation among subraces amounts to either minor adjustments in ability scores or major departures from the baseline which promise excitement but are hobbled by level restrictions that make them difficult (if not impossible) to effectively play.

This chapter presents a closer look at the mechanics behind races, offering players unprecedented control over what racial features their characters can acquire simply by selecting an archetype. Each racial archetype offers race points with which a player can purchase racial features, all internally balanced so as to allow you to recreate any race as presented in the core rulebooks and a variety of other sources.

Before delving into the mechanics too deeply, it's important to note that these rules apply only to normal player character races—humans, dwarves, elves, gnomes, halflings, half-elves, and half-orcs. They allow you greater flexibility when building characters from those races, but are not intended for default use with monster characters (even the humanoid races such as goblins and orcs), most of which are already designed with level adjustments and racial Hit Dice to balance them. If you wish to modify a nonstandard race, work with your GM using these rules as guidelines.

- Mechanics -

Each race has two separate sets of race points with which a player may purchase his character's racial features. Modifier List points (10 points) apply to skill-oriented modifiers, while Ability List points (20 points) applies to feat-oriented abilities. In addition, each race has a set of options available should a player opt to take a level adjustment for a character—alternatives which can significantly increase a character's power. You cannot spend race points from the Modifier List on the Ability List and vice versa, but you can spend race points earned from level adjustment or racial Hit Dice on either category. Race points not spent during character creation are lost.

Players and GM can adjust the power level of their games easily using this system, simply doubling or halving the number of starting race points (or adjusting modifier costs up or down) accordingly.

Ability Score Modifiers and Favored Class

For the most part, a core race's favored class depends on whether or not that race has ability modifiers. Races with no ability bonuses or penalties (such as half-elves and humans) treat their highest-level class as their favored class when determining whether multiclass characters take an experience point penalty (see **Chapter Two** of the *PHB*).

A character who voluntarily accepts a favored class (limiting her ability to take multiclass levels later) gains 5 race points which may be spent on either the Modifier List or the Ability List. For

Table 2-2: Ability List

Feature	Cost
Bonus Feat	20
Weapon Familiarity (one exotic weapon)	2
Weapon Proficiency (one simple weapon)	0.5
Weapon Proficiency (one martial weapon)	1
Fast (+5 ft. to speed)	20
Low-light vision	5
Improved low-light vision (3x normal range)	6
Darkvision 30 ft.	5
Darkvision 60 ft.	6
Darkvision 90 ft.	8
Darkvision 120 ft.	10
Spell-like ability or psionics[1]	*
+1 attack rolls against one creature type[2]	1
+1 on attack rolls with thrown weapons	10
+2 dodge bonus to AC against one creature type[2]	2
+4 dodge bonus to AC against one creature type[2]	4
+1 racial bonus on one saving throw	5
+2 racial bonus on one saving throw or +1 to two saving throws	7
+1 racial bonus on all saving throws	10
+2 racial bonus on all saving throws	15
+2 racial bonus on saving throws against disease, poison, or paralysis	1
Immunity to disease, poison, or paralysis	6
+1 racial bonus on saving throws against spells and spell-like effects	4
+2 racial bonus on saving throws against spells and spell-like effects	6
+2 racial bonus on saving throws against a psionic discipline	2
+2 racial bonus on saving throws against a school of magic	2
+2 racial bonus on saving throws against one subschool of magic[3]	1
Immunity to one subschool of magic[3]	6
Immunity to a school of magic or psionic discipline	12
Power resistance 11 + character level	20
Spell resistance 11 + character level	20
Resistance 5 to one energy type[4]	3
Resistance 10 to one energy type[4]	6
Resistance 5 to two energy types[4]	7
Resistance 10 to two energy types[4]	14
Resistance 5 to three energy types[4]	8
Resistance 10 to three energy types[4]	16
Immunity to one energy type[4]	10
Immunity to two energy types[4]	20
Immunity to three energy types[4]	30
+2 to any ability score	8[5]
+1 natural armor bonus	4
+2 natural armor bonus	8
+3 natural armor bonus	12
Stability +2[6]	2
Stability +4[6]	4

[1] The formula for determining the cost of a spell-like ability for any race is 5 x spell or power level (count 0-level spells and powers as 0.5) x the number of uses per day (count at will or continuous use as 10/day).
[2] Choose a type of creature from the ranger's favored enemy list (see **Chapter Three** of the PHB).
[3] Scrying (from the divination school), charm or compulsion (from the enchantment school), and so forth.
[4] Choose from acid, cold, electricity, fire, or sonic.
[5] If you take a corresponding penalty or penalties (see **Ability Score Equivalencies** in **Chapter Six** of the DMG), there is no cost as long as the bonus does not exceed +2. Calculate the cost of higher ability score modifications as follows (matching ability bonuses to penalties according to the DMG guidelines).

Summed Bonuses	Balancing Penalties	Cost
+4	–4 to one ability or –2 to three abilities	4
+6	–6 to one ability or –4 to two abilities	6
+8	–8 to one ability or –6 to two abilities	4

[6] Apply a stability bonus on ability checks made to resist being bull rushed or tripped when standing on the ground.

Table 2-1: Modifier List

Feature	Cost
+4 racial bonus on checks with any one skill	8
+2 racial bonus on checks with any three skills	8
+2 racial bonus on checks with any two skills	6
+2 racial bonus on checks with any one skill	4
+1 racial bonus on checks with any three skills	4
+1 racial bonus on checks with any two skills	3
+1 racial bonus on checks with any one skill	2

Table 2-3: Additional Race Points

Condition	Race Points Acquired
Level Adjustment +1	20
Level Adjustment +2	40
Level Adjustment +3	60
2 racial Hit Dice[1]	10
3 racial Hit Dice[1]	20
4 racial Hit Dice[1]	30
5 racial Hit Dice[1]	40
6 racial Hit Dice[1]	50
Light blindness[2]	20
Light sensitivity[3]	10
Slow for Small size	5
Slow for Medium size	10
–2 to any ability score	6

[1] When determining racial Hit Dice class skills for a race that does not ordinarily have racial Hit Dice, use the skills of their favored class, plus any skills in which they receive a racial bonus. For races which already have racial Hit Dice, use the race's class skills as listed in the *MM*.

[2] Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a creature for 1 round. On subsequent rounds, it is dazzled as long as it remains in the affected area.

[3] The creature is dazzled in bright sunlight or within the radius of a *daylight* spell.

example, a human who selects a favored class could apply the race points she earns to acquire a psionic or spell-like ability from the Ability List assortment, or to gain skill bonuses reflecting a focus untypical of the default human background.

Modifier List Options

The Modifier List covers racial points used to modify skills, either by increasing a skill modifier or granting additional skill points. For any race, the basic costs are listed in **Table 2-1**.

Ability List Options

The Ability List provides a selection of featlike racial abilities, including such things as bonuses on saving throws and attack rolls, darkvision, low-light vision, psionics, and inherent spell-like abilities.

Gaining More Points

With all the options available under this system, players will undoubtedly want all the race points they can get. A character may acquire more race points by selecting a favored class if his character lacks any ability score modifiers (see **Ability Score Modifiers and Favored Class** on page 8), by taking racial Hit Dice, by taking level adjustments, or some combination of all three (see **Table 2–3: Additional Race Points** for details). In addition, characters can gain race points by purchasing key drawbacks, including light sensitivity, light blindness, ability point penalties, or reduced speed.

In any of the following sections, race point costs listed in parentheses indicate a negative cost, granting a character bonus race points that may be spent on either the Modifier List or the Ability List.

Humans

Humans are easily the most flexible race in the game, and by selecting human, you have a multitude of options for building whatever character you desire. With bonus skill points and a bonus feat, humans are versatile and adaptable, able to pursue any class and most prestige classes. All humans have a base land speed of 30 feet, have no ability modifiers, and treat the class in which they have the most levels as their favored class.

Human-Specific Options

In addition to the standard options available to any player character race, a human may also purchase racial features from among the following.

Adaptive Learning (Ex) (Cost 4)

The character can select any four skills to treat as class skills.

Table 2-4: Point-Cost Human Standard Features

Modifier List	Cost
4 bonus skill points at 1st level	6
1 bonus skill point at each additional level	4
Ability List	**Cost**
Bonus feat	20

Change Type - Giant (Cost 20)

The human changes creature type from humanoid to giant, gaining low-light vision and proficiency with all simple and martial weapons.

Nightvision (Ex) (Cost 15)

The human gains Darkvision out to 30 feet and low-light vision, allowing her to see twice as far as ordinary humans do in starlight, moonlight, and similar conditions of poor lighting. This ability replaces the character's bonus feat.

Dwarves

Dwarves make incomparable fighters, low to the ground, resistant to bull rush and overrun attacks, poisons, and magic. Tireless combatants of orcs and goblins, dwarves excel at hacking through rank upon rank of their hated enemies. All dwarves are Medium creatures and by default have a +2 bonus to Constitution and a –2 penalty to Charisma. The default dwarf's favored class is fighter.

Ability Score Options

In lieu of the standard ability score modifiers, a dwarf may select any of the following combinations.

Dwarven Ability Score Options

Ability Modifiers	Favored Class	Cost
+2 Con, –2 Dex	Fighter	0
+2 Con, –2 Int	Barbarian	0
+2 Con, –2 Wis	Fighter	0
+2 Con, –2 Cha	Fighter	0
+2 Con, –4 Cha	Fighter	(2)
+2 Str, –2 Dex, +2 Con, –2 Cha	Fighter	0
–2 Dex, +4 Con, –2 Cha	Fighter	4
–2 Dex, +2 Con, –2 Int, +2 Wis	Cleric	0
+2 Int, –2 Cha	Wizard	0

Dwarf-Specific Options

In addition to the standard options available to any player character race, a dwarf may also purchase racial features from among the following.

Duergar (Cost 30 points)

For 10 points on the Modifier List and 20 points on the Ability List, the dwarf gains the racial features of the duergar subrace, including level adjustment, ability score modifiers, and spell-like abilities (see the *MM* for details). If you use psionic rules, you may select the psionic duergar instead. Additional abilities may be purchased if the character accumulates more race points by acquiring racial Hit Dice or a higher level adjustment.

Elves

Their discipline and magical nature make elves some of the best spellcasters in the game, but their high Dexterity and excellent eyesight allows them to excel in archery just as easily. The best elves are those who balance their magical qualities with their proclivity toward martial prowess. All elves are Medium creatures

Table 2-5: Point-Cost Dwarf Standard Features

Drawbacks	Cost
Slow for Medium	(10)
Modifier List	**Cost**
Stonecunning	4
+2 racial bonus on Appraise checks (stone or metal)	3
+2 racial bonus on Craft checks (stone or metal)	3
Ability List	**Cost**
Darkvision 60 ft.	6
Weapon familiarity (2 exotic)	4
Stability +4	4
+2 racial bonus on saves against disease	1
+2 racial bonus on saves against poison	1
+2 racial bonus on saves against spells and effects	6
+1 bonus on attack rolls against orcs and goblinoids	4
+4 dodge bonus to AC against giants	4

Race Points for More Hit Dice?

By taking a level in humanoid, you receive no class features, one good save, a base attack bonus of a cleric, and 2 + Int skill points per level. In addition, the added Hit Dice increases your overall race's ECL. Compared to a standard character who gains level benefits by advancing in a class, racial Hit Dice offer very little benefits, hence the addition of racial skill points.

Other Racial Modification Types

This system of race modification by no means replaces the template system, and any race that qualifies for a template can still acquire it from the *MM* or from Green Ronin's own *Advanced Bestiary*. In addition to the many templates suitable for player characters in the *Advanced Bestiary* (including Amphibious, Arboreal, Avian, and more), *Aasimar & Tiefling: A Guidebook to the Planetouched* and *Bastards & Bloodlines* present even more options for creating new races by fusing two or more standard races together.

Psionic Characters

The *Psionics Handbook* introduces several new race options for player characters. Using the race points system in this chapter, humans may purchase elan, maenad, and xeph racial templates, each costing 10 points from the Modifier List and 20 points from the Ability List in lieu of the points for a human's standard racial features. For example, a human who starts out as an elan would gain neither additional skill points nor a bonus feat, but instead becomes a naturally psionic aberration with a number of psionic special abilities.

Table 2-6: Point-Cost Elf Standard Features

Modifier List	Cost
+2 bonus on Listen, Search, and Spot checks	8
Notice secret doors	2
Ability List	**Cost**
Low-light vision	5
Immune to *sleep* spells and effects	6
+2 bonus on saves against enchantment spells and effects	3
Weapon proficiency (6 martial weapons)	6

Table 2-7: Point-Cost Gnome Standard Features

Drawbacks	Cost
Slow for Small	(5)
Modifier List	**Cost**
+2 racial bonus on Craft (alchemy) checks	6
+2 racial bonus on Listen checks	4
Ability List	**Cost**
Low-light vision	5
+2 racial bonus on saving throws against illusions	3
+1 to illusion spell DCs	5
+4 dodge bonus against giants	4
Spell-like ability: *speak with animals* (burrowing)	1
Spell-like abilities: *dancing lights*, *ghost sound*, *prestidigitation*	4
Weapon familiarity (1 exotic)	2
+1 racial bonus on attack rolls against kobolds and goblinoids	1

and by default have a +2 bonus to Dexterity and a –2 penalty to Constitution. The default elf's favored class is wizard.

Ability Score Options

In lieu of the standard ability score modifiers, an elf may select any of the following combinations.

Elven Ability Score Options

Ability Modifiers	Favored Class	Cost
+2 Dex, –2 Con	Wizard	0
+2 Int, –2 Str	Wizard	0
+2 Dex, –2 Int	Sorcerer	0
+2 Str, –2 Int	Ranger	0
+2 Dex, –2 Con, +2 Int, +2 Cha	Cleric or Wizard	4
+4 Dex, –2 Con, +2 Int, +2 Wis	Cleric	8
+2 Dex, –2 Int	Fighter	0

Elf-Specific Options

In addition to the standard options available to any player character race, an elf may also purchase racial features from among the following.

Change Type - Fey (Cost 10)

The elf changes creature type from humanoid to fey, gaining proficiency with all simple and martial weapons.

Immortal (Ex) (Cost 10)

The elf is naturally immortal and cannot die from natural causes. Though the character does not age, he still needs to eat, breathe, and trance, but can only be slain by physical trauma, magic, or combat. Bonuses normally accrued by aging still apply to immortal elves. A character with this trait and by expending 2 more points, begins play at "Middle-Age," gaining a +1 to Int, Wis, and Cha. For 5 points more, the character may begin at "Old Age," and for 10 points more, the character may begin at "Venerable Age."

Fly (Ex) (Cost 20)

An elf with this ability gains feathered wings which grant a fly speed equal to his land speed with average maneuverability. He may increase this speed through normal means (20 race points per +5 ft. bonus to his speed), and he may spend 20 race points to improve his maneuverability by one step (see **Tactical Aerial Movement** in **Chapter Two** of the *DMG*).

Trackless Step (Ex) (Cost 5)

An elf with this ability may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her. If the elf gains this ability again as a class ability, such attaining 2nd-level druid, the elf may even ignore magically manipulated plants that would ordinarily impede movement.

Gnomes

In their own way, gnomes have a magical nature rivaling the elves, with an uncanny knack for illusion magic enabling them to cast illusion spells with greater proficiency than most spellcasters of equal level. All gnomes are Small creatures and by default have a +2 bonus to Constitution and a –2 penalty to Strength. The default gnome's favored class is bard.

Ability Score Options

In lieu of the standard ability score modifiers, a gnome may select any of the following combinations.

Ability Modifiers	Favored Class	Cost
–2 Str, +2 Dex, +2 Wis, –4 Cha	Rogue	(2)

Gnome-Specific Options

In addition to the standard options available to any player character race, the gnome may also purchase racial features from among the following.

Change Type - Fey (Cost 10)

The gnome changes creature type from humanoid to fey, gaining proficiency with all simple and martial weapons.

Forest Gnome (Cost 30 points)

For 10 points on the Modifier List and 20 points on the Ability List, the gnome gains the racial features of the forest gnome subrace (see the *MM* for details). Additional abilities may be purchased if the character accumulates more race points by acquiring racial Hit Dice or a level adjustment.

Svirfneblin (Cost 30 points)

For 10 points on Modifier List and 20 points on the Ability List, the gnome gains the racial features of the svirfneblin subrace, including level adjustment, ability score modifiers, and spell-like abilities (see the *MM* for details). Additional abilities may be purchased if the character accumulates more race points by acquiring racial Hit Dice or a higher level adjustment.

Halflings

Small, athletic, and nearly fearless, the halfling makes perhaps the best character for stealthy attacks and ambushes. Despite their Small size, they make up for their reduced strength with a wealth of combat bonuses over other races, and a healthy dose of luck allows them to avoid dangers both magical and mundane. All halflings are Small creatures and by default have a +2 bonus to Dexterity and a –2 penalty to Strength. The default halfling's favored class is rogue.

Halfling-Specific Options

In addition to the standard options available to any player character race, the halfling may also purchase racial features from among the following.

Table 2-8: Point-Cost Halfling Standard Features

Drawbacks	Cost
Slow for Small	(5)
Modifier List	**Cost**
+2 racial bonus on Climb, Jump, and Move Silently checks	8
+2 racial bonus on Listen checks	4
Ability List	**Cost**
+2 morale bonus on saves against fear	1
+1 racial bonus on all saves	10
+1 racial bonus on attack rolls with thrown weapons and slings	12

Tallfellow (Cost 30 points):

For 10 points on the Modifier List and 20 points on the Ability List, the halfling gains the racial features of the tallfellow halfling subrace (see the *MM* for details). Additional abilities may be purchased if the character accumulates more race points by acquiring racial Hit Dice or a level adjustment.

Deep Halfling (Cost 30 points)

For 10 points on the Modifier List and 20 points on the Ability List, the halfling gain the racial features of the deep halfling subrace (see the *MM* for details). Additional abilities may be purchased if the character accumulates more race points by acquiring racial Hit Dice or a level adjustment.

- Half-Races & Greater Races -

The rules presented in this chapter give you the tools to create a bewildering variety of character types. However, simple modification isn't all you can do. These rules also apply to building half-breeds, from the common half-elf to the exotic halfling-orc and just about anything in between. You can even build greater races by effectively making a character more true-blooded, a throwback to the first members of their race, creating greater versions of all the basic races. Humans are not included as they do not impart anything on other races, but rather gain the traits of others.

To build a greater or half race, first select your base race (human, gnome, or some other race described in this chapter. Then select your second race. Consult **Table 2–9: Half and Greater Races** (found on page 14) and spend your Modifier points and Ability points to gain the blood of the second race. You may then spend points in whatever way you wish, dividing points between the base race and the bloodline race as you like. Recall, you can increase your level adjustment or racial hit dice to gain more points.

As humans acquire the traits of other races in exchange for a reduced flexibility, they do not bestow any traits on other races. Greater humans can add racial traits by gaining additional race points through acquiring racial Hit Dice or level adjustments.

Greater Dwarf

This character adds the dwarf blood traits to the base dwarf racial traits, adding racial Hit Dice and a level adjustment to gain additional race points.

- +4 Constitution, –4 Charisma.
- **Medium:** As Medium creatures, dwarves have no special bonuses or penalties because of their size.
- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- **Darkvision:** Dwarves can see in the dark up to 90 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- **Racial Hit Dice:** A greater dwarf begins with two levels of humanoid (which provides 2d8 Hit Dice), a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +0, Will +3.

Table 2-9: Half and Greater Races

Modifier List	Cost
Dwarf Blood	*6*
+1 racial bonus on Appraise checks (metal or stone)	2
+1 racial bonus on Craft checks (metal or stone)	2
Elf Blood	*0*
+2 racial bonus on Diplomacy and Gather Information checks	6
+1 racial bonus on Listen, Search, and Spot checks	4
Gnome Blood	*6*
+1 racial bonus on Craft (alchemy) checks	2
+1 racial bonus on Listen checks	2
Halfling Blood	*4*
+1 racial bonus on Climb, Jump, and Move Silently checks	4
+1 racial bonus on Listen checks	2
Orc Blood	*10*
No Benefit	0

Ability List	Cost
Dwarf Blood	*3*
Darkvision 30 ft.	5
Stability +2	2
+1 racial bonus on saves against poison	1
+1 racial bonus on saves against spells and spell-like effects	3
+1 racial bonus on attack rolls against orcs and goblinoids	4
+2 dodge bonus to AC against giants	2
Elf Blood	*6*
Immunity to *sleep* spells and effects	6
+2 racial bonus on saves against enchantment spells and effects	3
Low-light vision	5
Gnome Blood	*4*
Low-light vision	5
+2 racial bonus on saves against illusions	3
+2 dodge bonus to AC against giants	4
Spell-like abilities: *Dancing lights*, *ghost sound*, *prestidigitation*	4
Halfling Blood	*10*
Fast for size (30 feet)	4
+2 morale bonus on saving throws against fear spells and effects	1
+1 racial bonus on one saving throw	5
Orc Blood	*14*
+2 Str, –2 Int, –2 Cha; Favored Class: Barbarian	0
Darkvision 60 ft.	6

- **Racial Skills:** A greater dwarf's humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Appraise, Climb, Craft, Handle Animal, Intimidate, Jump, Listen, Ride, Spot, and Swim.
- **Racial Feat:** A greater dwarf's humanoid levels give it one feat.
- **Stonecunning:** This ability grants a greater dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A greater dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and can use the Search skill to find stonework traps as a rogue can. A greater dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- **Weapon Familiarity:** Greater dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- **Stability:** A greater dwarf gains a +6 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly).
- +3 racial bonus on saving throws against poison.
- +3 racial bonus on saving throws against spells and spell-like effects.
- +2 racial bonus on attack rolls against orcs and goblinoids.
- +6 dodge bonus to AC against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class (such as when it's caught flat-footed) it loses its dodge bonus, too.
- +3 racial bonus on Appraise checks that are related to stone or metal items.
- +3 racial bonus on Craft checks that are related to stone or metal.
- **Automatic Languages:** Common and Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.
- **Favored Class:** Fighter. A multiclass greater dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.
- **Level Adjustment +1:** Greater dwarves are more powerful and gain levels more slowly than the standard races. A 1st-level greater dwarf fighter is effective character level (ECL) 4, including his class level, level adjustment, and racial Hit Dice.

Half-Dwarf

This character adds the dwarf blood traits to the baseline human racial traits, paying the race point cost by dropping the human's bonus feat and skill bonuses.

- **Medium:** As Medium creatures, half-dwarves have no special bonuses or penalties because of their size.
- Half-dwarf base land speed is 30 feet.

- **Darkvision:** Half-dwarves can see in the dark up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-dwarves can function just fine with no light at all.
- **Stability:** A half-dwarf gains a +2 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, and so forth).
- A half-dwarf gains a +1 racial bonus on saving throws against poison.
- A half-dwarf gains a +1 racial bonus on saving throws against spells and spell-like effects.
- A half-dwarf gains a +1 racial bonus on attack rolls against orcs and goblinoids.
- +2 dodge bonus to AC against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class (such as when it's caught flat-footed), it loses its dodge bonus, too.
- +1 racial bonus on Appraise checks that are related to stone or metal items.
- +1 racial bonus on Craft checks that are related to stone or metal.
- **Automatic Languages:** Common and Dwarven. Bonus Languages: Any (other than secret languages, such as Druidic).
- **Favored Class:** Any. When determining whether a multiclass half-dwarf takes an experience point penalty, his highest-level class does not count.

- The Planetouched Template -

Green Ronin's *Aasimar & Tiefling: A Guidebook to the Planetouched* presents detailed tools needed to build planetouched characters, but presented here are variant planetouched rules adapting the ideas of advanced racial construction to those presented in the *Advanced Bestiary*. To apply the effects of a planetouched template, simply overlay the template onto the base race as you would any other template.

Planetouched is an inherited template that can be added to any humanoid or monstrous humanoid. The template actually comprises eight sub-templates, and when selecting this template, choose one of the following: air, chaos, earth, evil, fire, good, law, or water. Thereafter, the character gains abilities as described for each template type. A template uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Planetouched characters are usually native outsiders.

Special Attack: A planetouched character retains all the special attacks of the base creature, and gains the following special attack according to its type.

Special Attacks

Type	Ability
Air	+1 racial bonus on attack rolls against creatures of the earth subtype, including extraplanar creatures from the Elemental Plane of Earth.
Chaos	—
Earth	+1 racial bonus on attack rolls against creatures of the air subtype, including extraplanar creatures from the Elemental Plane of Air.

Special Attacks

Type	Ability
Evil	—
Fire	+1 racial bonus on attack rolls against creatures of the water subtype, including extraplanar creatures from the Elemental Plane of Water.
Good	—
Law	—
Water	+1 racial bonus on attack rolls against creatures of the fire subtype, including extraplanar creatures from the Elemental Plane of Fire.

Spell-Like Abilities: A planetouched creature has a spell-like ability according to its type.

Spell-Like Abilities

Type	Ability
Air	—
Chaos	*Shatter*—Once per day at a caster level equal to the character's class levels. The save DC is Charisma-based.
Earth	—
Evil	*Darkness*—Once per day at a caster level equal to the character's class levels.
Fire	—
Good	*Daylight*—Once per day at a caster level equal to the character's class levels.
Law	*Calm emotions*—Once per day at a caster level equal to the character's class levels. The save DC is Charisma-based.
Water	—

Special Qualities: A planetouched character retains all the special qualities of the base creature and gains additional special qualities according to its type. In addition, all planetouched gain darkvision out to 60 feet.

Air: Air planetouched take a –2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the earth descriptor or used by creatures of the earth subtype (including extraplanar creatures from the Elemental Plane of Earth).

Breathless (Ex): Air planetouched do not breathe, so they have immunity to drowning, suffocation, and attacks that require inhalation (including some types of poison).

Chaos: Chaos planetouched gain resistance to acid 5, cold 5, and sonic 5.

Earth: Earth planetouched take a –2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the air descriptor or used by creatures of the air subtype (including extraplanar creatures from the Elemental Plane of Air).

Stability (Ex): Earth planetouched gain a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, and so forth).

Evil: Evil planetouched gain resistance to cold 5, electricity 5, and fire 5.

Fire: Fire planetouched take a –2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the water descriptor or used by creatures of the water subtype (including extraplanar creatures from the Elemental Plane of Water).

Fire planetouched gain resistance to fire 5.

Good: Good planetouched gain resistance to acid 5, cold 5, electricity 5.

Law: Law planetouched gain resistance to electricity 5, fire 5, and sonic 5.

Water: Water planetouched take a –2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the fire descriptor or used by creatures of the fire subtype (including extraplanar creatures from the Elemental Plane of Fire).

Natural Swimmer (Ex): Water planetouched have a swim speed equal to their base land speed (or if the creature already has a swim speed, it improves by 10 feet). A water planetouched can move through water at its swim speed without making Swim checks. It has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard, and can always choose to take 10 on a Swim check even if distracted or endangered. As well, a water planetouched can use the run action while swimming, provided it swims in a straight line.

Abilities: Increase and decrease the abilities of the base creature as follows, and according to type—*Air*: +2 Dex, –2 Con; *Chaos*: +4 Dex, +2 Con, –2 Int, –2 Cha; *Earth*: +2 Str, –2 Dex; *Evil*: +2 Dex, +2 Int, –2 Cha; *Fire*: +2 Int, –2 Cha; *Good*: +2 Wis, +2 Cha; *Law*: +2 Str, +2 Dex, +2 Con, –4 Cha; *Water*: +2 Con

Skills: Planetouched have racial bonuses according to type.

Skills

Type	Racial Bonuses to Skills
Air	—
Chaos	+2 bonus on Escape Artist and Tumble checks
Earth	—
Evil	+2 bonus on Bluff and Hide checks
Fire	—
Good	+2 bonus on Listen and Spot checks
Law	+2 bonus on Balance and Survival checks
Water	—

Favored Class: Planetouched have a favored class according to type as follows—*Air*: Sorcerer; *Chaos*: Barbarian; *Earth*: Fighter; *Evil*: Rogue; *Fire*: Wizard; *Good*: Paladin; *Law*: Monk; *Water*: Cleric.

Challenge Rating: +0

Level Adjustment: Air, Earth, Fire, and Water planetouched have a level adjustment of +0, while chaos, evil, good, and law planetouched have a level adjustment of +1.

Racial Points: It costs 0 Modifier List points and 5 Ability List points to acquire an air, earth, fire, or water planetouched template. It costs 10 Modifier List points and 20 Ability List points (including level adjustment) to acquire a chaos, evil, good, or law planetouched template.

Chapter Three: Character Classes

This chapter includes six new character classes, the eldritch weaver, evangelist, scout, spellmaster, thanemage and warpriest. These classes are intended to supplement those in the *PHB,* and are suitable for use in any fantasy campaign. New spell lists for these classes can be found in **Chapter Eight: Spells**, starting on page 104.

- Eldritch Weaver -

Scholars and sages have many theories attempting to explain the true nature and inner workings of arcane magic, and while none fully explain this complex and mysterious art, many prove sufficient to allow their users to tap at least some small amount of arcane power. Eldritch weavers base their understanding of magic on the theory of arcane threads—the notion that spells which produce similar results operate in similar ways and share fundamental magical characteristics. Once identified and mastered, these characteristics (or threads) form a basis not only for more spells, but also as a means of tapping supernatural power transcending mere spells. An eldritch weaver's esoteric approach to magic allows him to prepare and cast arcane spells much as a wizard does, albeit with less frequency, and though eldritch weavers accept the concept of spell schools, they contend such distinctions of spell power are simply an artificial construction mortals use to make sense of magical forces. True understanding, they contend, requires the study of threads.

Adventures

Like wizards, eldritch weavers carefully prepare for their adventures, trying to anticipate challenges and opportunities as they attempt to prepare the precise mix of arcane spells that might make the difference between failure and success. Eldritch weavers aren't above the common motivations for adventuring (such as acquiring wealth, power, and status), but they also relish adventures as opportunities to put their magical theories to the test and to hone their knowledge of all things arcane.

Characteristics

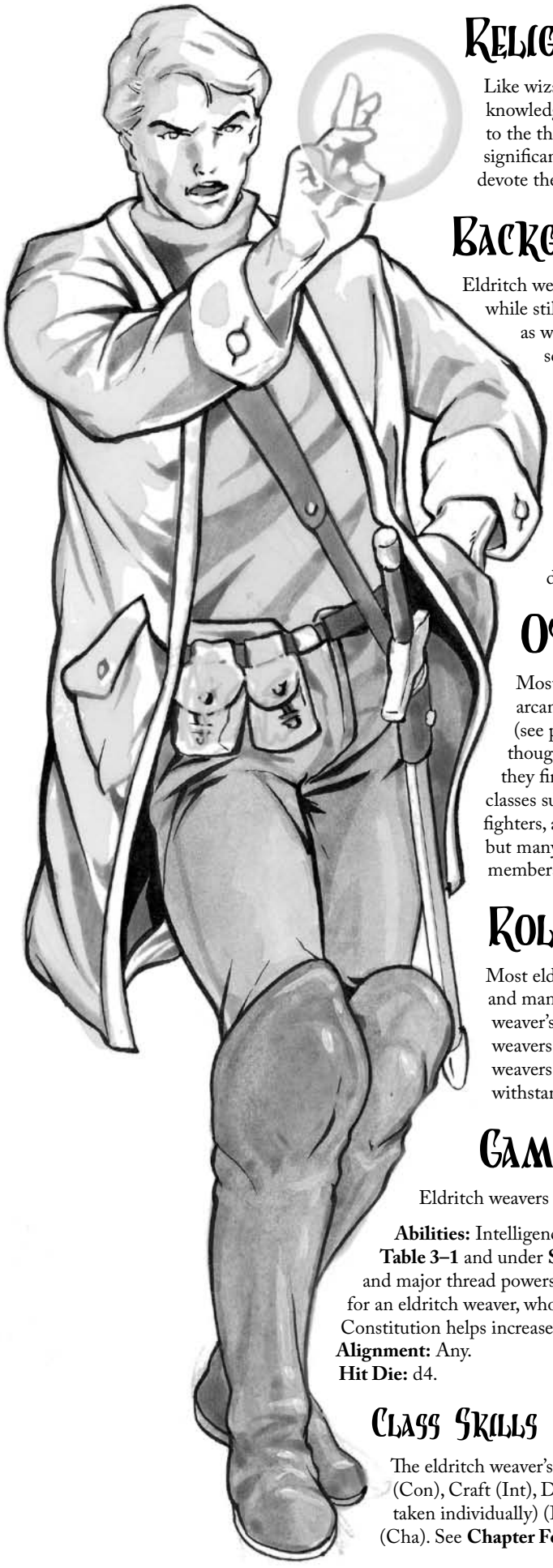
As well as relying on their spells, eldritch weavers develop supernatural abilities that grant them power beyond that of other spellcasters. The abilities that any particular eldritch weaver employs depend largely on the threads he studies.

Like a sorcerer or wizard, an eldritch weaver can summon a familiar—a small magical animal companion that serves him.

Alignment

The study of arcane threads requires self-discipline and considerable dedication, but though most tend toward law, chaotic eldritch weavers aren't unknown. Some chaotic eldritch weavers enjoy following what they consider an alternate path to magical power, while some simply embrace threads that naturally promote chaos.

Good and evil eldritch weavers exist in equal numbers, though certain threads may attract more of one character type than others. True neutral eldritch weavers are largely unconcerned with anything except their magical studies.



Religion

Like wizards and sorcerers, many eldritch weavers revere deities of knowledge or magic, though some choose deities more closely related to the threads they study. More so than many other classes, though, a significant number of eldritch weavers eschew religion altogether and devote themselves entirely to arcane power.

Background

Eldritch weavers spend years studying magic and usually choose their path while still young. More than a few eldritch weavers begin their training as wizards, undertaking a few years of traditional apprenticeship or schooling before being drawn into the theory and study of threads.

Races

Most eldritch weavers are humans who regard the theory of threads as a highly practical and useful magical innovation, though some elves are drawn to the eldritch weaver path from a desire to seek refinement of the magical arts. For its orderliness and structure, the eldritch weaver's art tends to attract more dwarves than the other arcane spellcasting classes.

Other Classes

Most eldritch weavers think of themselves as part of a vast web of arcane spellcasters including wizards, sorcerers, bards, and spellmasters (see page 29), though members of those classes don't always share that thought. Eldritch weavers tend to respect spellcasting ability wherever they find it, and consider clerics, druids, and even minor spellcasting classes such as rangers and paladins their magical peers. Barbarians, fighters, and rogues tend to be viewed as crude and overly materialistic, but many eldritch weavers develop a feeling of comradeship even with members of these classes.

Role

Most eldritch weavers tend to emphasize magical offense, just as sorcerers and many wizards do. Like a wizard's school specialization, an eldritch weaver's selection of threads can alter his role, though, with some eldritch weavers making very effective scouts or investigators. Other eldritch weavers can serve admirably as traditional combatants, though few can withstand the rigors of front-line melee for long.

Game Rule Information

Eldritch weavers have the following game statistics.

Abilities: Intelligence governs an eldritch weaver's spellcasting ability (as noted in **Table 3–1** and under **Spells**, following), but high Wisdom increases the use of his minor and major thread powers. The Armor Class bonus from a high Dexterity score is useful for an eldritch weaver, who (like a wizard or sorcerer) seldom wears armor. As well, a good Constitution helps increases an eldritch weaver's normally low hit point total.
Alignment: Any.
Hit Die: d4.

Class Skills

The eldritch weaver's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.
Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the eldritch weaver.

Weapon and Armor Proficiency

An eldritch weaver is proficient with all simple weapons, but not with any type of armor or shield. Armor of any type interferes with an eldritch weaver's movements, which can cause spells with somatic components to fail.

Spells

An eldritch weaver casts arcane spells drawn from the eldritch weaver spell list (see **Chapter Eight: Spells** for the complete list). To cast a spell, the eldritch weaver must have an Intelligence score of at least 10 + the spell's level, and saving throws against the eldritch weaver's spells have a DC of 10 + spell level + the eldritch weaver's Intelligence modifier.

In addition to the base daily spell allotment given in **Table 3–1**, an eldritch weaver receives bonus spells each day based on Intelligence (see **Abilities and Spellcasters** in **Chapter One** of the *PHB*). When **Table 3–1** indicates that the eldritch weaver gets 0 spells per day of a given level (such as 0 2nd-level spells at 3rd level), he gains only bonus spells for that level.

Like a wizard, an eldritch weaver may know any number of spells, but must choose and prepare his spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the eldritch weaver decides which spells to prepare.

All eldritch weaver spells of 1st level or higher fall into groups of related spells called threads (see **Threads and Spellbooks**), and an eldritch weaver can use only spells that are part of the threads he has chosen to study. However, cantrips (0-level spells) are considered to be a thread unto themselves to which all eldritch weavers have automatic access, so an eldritch weaver can learn any of the cantrips on the class spell list.

Threads and Spellbooks

A thread is a group of related spells similar to those in a specific school of magic, but much smaller. Unlike the spells in a school, the spells in a thread are connected by their function or results rather than by underlying magical principles. Each thread represents magical study of common precepts serving as the foundations for further study (so that cantrips, for example, are considered to represent a basic level of arcane knowledge that cuts across various spell types and effects).

An eldritch weaver selects and follows a number of threads equal to his Intelligence modifier + 1, and while he doesn't have to follow all the threads he's entitled to follow, any spell an eldritch weaver knows must belong to at least one of the threads he's chosen to study. If an eldritch weaver's Intelligence score permanently increases, he may fill in the number of threads to meet his normal allotment of threads. For example, an eldritch weaver with a 17 Intelligence follows four threads (3 for Intelligence +1). At 4th level, he increases his Intelligence score to 18, and may add an additional thread to those already followed.

Like wizards, eldritch weavers must study their spellbooks each day to prepare their spells, and cannot prepare any spell not recorded in their spellbooks (except for *read magic*, which all eldritch weavers can prepare from memory). An eldritch weaver begins play with a spellbook containing *read magic* plus any six cantrips and three 1st-level spells of the player's choice from a thread the eldritch weaver has chosen to study. For each point of Intelligence bonus the eldritch weaver has, his starting spellbook can hold one additional cantrip or one 1st-level spell from one of his chosen threads.

Each time a character achieves a new eldritch weaver level, he can add two new spells to his spellbook of any level he can cast from one of his chosen threads. However, the eldritch weaver cannot add a spell of 2nd level or higher unless he already knows at least one spell in the same thread at the spell level below. For example, a 4th-level eldritch weaver with Intelligence 16 would like to add *dispel magic* (3rd level, thread of the Mage) and *tongues* (3rd level, thread of Knowledge) to his spellbook, but doesn't already know any 2nd-level spells from the thread of the Mage. However, if the character adds *locate object* instead of *tongues*, he gains the 2nd-level thread of the Mage prerequisite that *dispel magic* requires.

Threads and Magic Items

For purposes of activating spell trigger and spell completion items, a spell is considered part of an eldritch weaver's class spell list only if it's in one of the eldritch weaver's chosen threads.

Warp Spells

A spell belonging to multiple threads is called a warp spell, so named because they represent points where threads of arcane knowledge cross. Eldritch weavers can use these crossing points to jump from one thread of spell knowledge to another.

When an eldritch weaver knows a warp spell, he can treat it as a spell from any or all of the threads to which it belongs, provided the eldritch weaver has chosen those threads. For instance, an eldritch weaver could treat *locate object* (2nd level) as part of either the thread of Knowledge or the thread of the Mage (so long as he has chosen to study both those threads), with the spell acting as a prerequisite to learn 3rd-level spells from either thread.

If an eldritch weaver knows only one of the threads to which a warp spell belongs, he can add the new thread to his list of threads studied, provided he has threads available. In essence, the eldritch weaver uses the arcane knowledge inherent in the warp spell as a basis for learning more spells in the new thread without having to have lower-level spells of the same thread in his spellbook. Once the new thread is added, the warp spell can serve as the prerequisite for adding higher-level spells of the same thread, or the eldritch weaver can work backward along the thread, adding spells from the same or lower levels without restriction.

For example, an 8th-level eldritch weaver with Intelligence 18 is allowed to choose a new thread. Because the character already studies the thread of Smiting and knows *bull's strength* (2nd level, also on the thread of the Cavalier), he can add the thread of the Cavalier to his list of threads studied, then add any 1st-, 2nd-, or 3rd-level thread of the Cavalier spell to his spellbook.

Adding Additional Spells to a Spellbook

An eldritch weaver can attempt to add spells to his spellbook beyond the two free spells he gains at each class level, using a process similar to the one wizards use to add spells to their spellbooks (see **Arcane Magical Writings** in **Chapter Ten: Magic** of the *PHB*). Because an eldritch weaver's arcane knowledge is more thorough and painstaking than a wizard's, though, adding extra spells to his spellbook is a costlier and more difficult process. To successfully write the new spell into his spellbook, the eldritch weaver must pay the cost for adding the spell (100 gp per spell

Table 3-1: The Eldritch Weaver

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Summon familiar	5	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	—	6	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Eldritch weaving—caster level increase	6	2	0	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Minor thread power	6	2	1	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	—	6	3	2	0	—	—	—	—	—	—
6th	+3	+2	+2	+5	—	6	3	2	1	—	—	—	—	—	—
7th	+3	+2	+2	+5	Eldritch weaving—spontaneous casting	6	3	2	2	0	—	—	—	—	—
8th	+4	+2	+2	+6	—	6	4	3	2	1	—	—	—	—	—
9th	+4	+3	+3	+6	—	6	4	3	2	2	0	—	—	—	—
10th	+5	+3	+3	+7	—	6	4	3	3	2	1	—	—	—	—
11th	+5	+3	+3	+7	Eldritch weaving—save DC increase	6	4	4	3	2	2	0	—	—	—
12th	+6/+1	+4	+4	+8	Major thread power	6	4	4	3	3	2	1	—	—	—
13th	+6/+1	+4	+4	+8	—	6	4	4	4	3	3	2	0	—	—
14th	+7/+2	+4	+4	+9	—	6	4	4	4	3	3	2	1	—	—
15th	+7/+2	+5	+5	+9	Eldritch weaving—minor metamagic	6	4	4	4	4	3	3	2	0	—
16th	+8/+3	+5	+5	+10	—	6	4	4	4	4	4	3	3	1	—
17th	+8/+3	+5	+5	+10	—	6	4	4	4	4	4	3	3	2	0
18th	+9/+4	+6	+6	+11	—	6	4	4	4	4	4	4	4	3	1
19th	+9/+4	+6	+6	+11	Eldritch weaving—major metamagic	6	4	4	4	4	4	4	4	3	2
20th	+10/+5	+6	+6	+12		6	4	4	4	4	4	4	4	4	3

level, minimum 100 gp) before attempting a Spellcraft check (DC 20 + twice the spell's level). If the check fails, the money and time (one day) spent in the attempt are wasted. The eldritch weaver can attempt to write the failed spell into his book again, but must wait one week before doing so.

Any spell the eldritch weaver adds to his spellbook must be from one of his chosen threads and must be one that the eldritch weaver would normally be able to learn (see **Threads and Spellbooks** and **Warp Spells**).

Summon Familiar

An eldritch weaver can gain a familiar in exactly the same manner as a sorcerer or wizard. See the **Sorcerer** class description and the accompanying **Familiars** sidebar in the *PHB* for details.

Minor Thread Power (Su)

Starting at 4th level, the eldritch weaver achieves a special insight into the threads he knows, gaining access to special powers. The eldritch weaver can use one minor thread power for every thread from which he knows at least one spell of 2nd level or higher.

The eldritch weaver spell list (see page 112) includes descriptions of all minor thread powers, most of which are supernatural abilities. When a thread power affects the eldritch weaver himself and has a variable duration, the eldritch weaver knows how long the effect will last when invoked. Unless otherwise noted in its description, using a minor thread power requires a standard action that does not provoke an attack of opportunity.

The eldritch weaver can select and use one of minor thread powers a number of times per day equal to his Wisdom modifier (minimum once per day), choosing from among the available minor powers for each use. An eldritch weaver can use the same minor thread power multiple times per day, or several different minor powers once per day, up to his daily maximum.

Eldritch Weaving

At 3rd, 7th, 11th, 15th, and 19th level, an eldritch weaver develops a special knack for casting spells from one of his chosen threads. Each time an eldritch weaver gains an eldritch weaving ability, he decides which thread to apply the ability to (applying multiple abilities to the same thread if desired), but once made, that assignment cannot be changed or undone.

At 3rd level, the eldritch weaver selects one of his chosen threads, with spells from that thread becoming more potent. Whenever the eldritch weaver casts a spell from the selected thread, its effective caster level increases by +1 for purposes of determining level-dependent variables such as damage dice, range, and caster level checks.

At 7th level, the eldritch weaver selects one of his chosen threads for which he knows at least one 3rd-level spell, gaining the

ability to spontaneously cast spells from that thread. The eldritch weaver can "lose" any spell he has prepared in order to cast any spell he knows of a lower level from the selected thread.

At 11th level, the eldritch weaver selects one of his chosen threads, with spells from that thread becoming more potent. Whenever the eldritch weaver casts a spell from the selected thread, add +1 to the spell's saving throw DC. This bonus does not stack with the Spell Focus feat, and Greater Spell Focus supercedes this ability.

At 15th level, the eldritch weaver selects one of his chosen threads, gaining the ability to freely apply the effects of any of the following metamagic feats that he has taken to any spell in the thread of 3rd level or lower: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. The affected spell does not require a higher-level spell slot, and this power can be used a number of times per day equal to the eldritch weaver's Wisdom modifier (minimum once per day).

If the eldritch weaver has assigned both this power and the spontaneous casting power gained at 7th level to the same thread, he can apply the metamagic effects to a spontaneously cast spell. As well, an eldritch weaver can apply this ability multiple times to the same casting (subject to his daily use limit), but cannot apply the same metamagic effect more than once to the same spell. For example, by expending two uses of this power, an eldritch weaver could cast an enlarged extended spell in its regular spell slot, but could not enlarge the same spell twice.

At 19th level, the eldritch weaver selects one of his chosen threads, gaining the ability to freely apply the effects of any of the following metamagic feats he has taken to any spell in the thread of 6th level or lower: Enlarge Spell, Empower Spell, Extend Spell, Silent Spell, Still Spell, or Widen Spell. The affected spell does not require a higher-level spell slot, and this power can be used a number of times per day equal to the eldritch weaver's Wisdom modifier (minimum once per day).

If the eldritch weaver has assigned both this power and the spontaneous casting power gained at 11th level to the same thread, he can apply the metamagic effects to a spontaneously cast spell. As well, an eldritch weaver can apply this ability multiple times to the same casting (subject to his daily use limit), but cannot apply the same metamagic effect more than once to the same spell.

If the eldritch weaver has applied both this ability and the minor metamagic ability gained at 15th level to the same thread, the daily uses of both abilities stack. In cases in which a metamagic effect could be applied to a spell by either ability, the eldritch weaver chooses which ability is being used.

Major Thread Power

At 12th level, an eldritch weaver achieves additional insight into the threads he knows, and so gains access to special powers. The eldritch weaver can use his major thread power with a thread of his choice from which he knows at least one spell of 4th level or higher.

The eldritch weaver spell list (see page 112) includes descriptions of all major thread powers, most of which are supernatural abilities. When a thread power affects the eldritch weaver himself and has a variable duration, the eldritch weaver knows how long the effect will last when invoked. Unless otherwise noted in its description, using a major thread power requires a standard action that does not provoke an attack of opportunity.

The eldritch weaver can use his major thread power a total number of times per day equal to his Wisdom modifier (minimum once per day), choosing from among the available major powers for each use. An eldritch weaver can use the same major thread power multiple times per day, or several different major powers once per day, up to his daily maximum.

The eldritch weaver keeps separate track of his major and minor power use each day, and his use of one does not affect the other.

- Evangelist -

The ways of the gods often prove mysterious to mere mortals, but evangelists reveal divine will plainly through both preaching and example. Like clerics, evangelists serve as mortal intermediaries for their gods, exhorting the faithful to remain true, proselytizing the misguided, bringing lapsed worshipers back to the fold, and punishing transgressions against their gods.

Evangelists wield divine power through spells, but most ultimately have a mortal focus. Good evangelists protect, serve, and bring healing, comfort, and justice to those in need, generally living on what the faithful can provide in much the same way that a bard lives on what she can win from her audiences. Evil evangelists serve as living reminders of divine power and influence, using the faithful as tools to bring glory to their gods and money to temple coffers even as they seek to destroy what their gods abhor.

Adventures

Evangelists view their adventures as both tests of their own piety and opportunities to further their gods' aims, even if only obliquely. To an evangelist, success in any endeavor is a vindication of her faith and her dedication to her god. Failure, on the other hand, may indicate divine displeasure, the interference of a rival deity, or even a lack of faith or resolve on the evangelist's part.

Most evangelists answer to their theocratic superiors and sometimes receive orders or tasks from the church (often serving as covert investigators or spies).

Characteristics

Evangelists channel divine energy to cast spells and turn or rebuke undead much as clerics do, but they also have access to an array of miraculous abilities that help them defeat rivals and awe the common folk. An evangelist's mere touch can bring healing or harm, and her words can inspire allies to great deeds or make foes quail.

Alignment

Though they can be of any alignment, evangelists tend toward law for the simple fact lawful faiths are more likely to have ecclesiastical hierarchies capable of supporting and recruiting them. Where chaotic evangelists exist, they detach themselves from their church, living much like bards as they move from place to place and make a living from their preaching. Good and evil evangelists exist in about equal numbers, and though more people worship good or neutral deities than evil ones, evil faiths often have more need of evangelists to keep the faithful in line.

An evangelist is usually the same alignment as her deity, though some have alignments one step away from their deity just as some clerics do. Likewise, an evangelist can normally only be neutral with respect to both law–chaos and good–evil if her deity is neutral also.

Religion

An evangelist usually dedicates herself to a particular deity, but as with clerics, some forego worship to dedicate themselves to the tenets of a particular alignment or cause.

Background

More than most classes, evangelists feel a call to divine service, and like paladins, most insist one cannot choose to become an evangelist but must instead be chosen. Many evangelists are duly ordained members of their churches, sworn to uphold the church's ideals and to minister to the faithful in one way or another. Others are simply deeply devoted followers of a deity who demonstrate the depths of their piety through divine spellcraft and other powers—demonstrations which often bring some kind of formal recognition from the church.

Evangelists have been known to answer their callings at any stage of life, with some beginning preaching as children even as others receive their calling only after first undertaking some other path. Regardless, though, most begin as assistants to experienced evangelists or to clerics, training for several years before setting off to preach on their own.

Most evangelists respect others who share their basic ideals (including alignment), but most also believe their own faith expresses those ideals best. In any event, evangelists vigorously oppose any person or group who holds ideals contrary to their own. However, while it might seem logical evangelists from the same faith should get along with each other and with clerics of the same faith, this isn't always so.

Evangelists are naturally didactic, and some are quick to criticize what they perceive to be a lapse in personal conduct or a failure to adhere to established dogma. Others are driven to point out errors or inconsistencies in church practices, even to the point of being compelled to reshape their churches in ways that reflect their own personal insights into faith. When doing so, an evangelist will generally insist that she is merely a tool of her god and not acting out of vanity or ego, but if a schism erupts in any church, evangelists are sure to be involved in either promoting change or quashing it.

Races

Civilization, with its wealth, learning, and vices leading the faithful astray, provides the crucible where most evangelists are forged, and as religious fervor can arise anywhere, evangelists can be found among all the civilized races. Humans and half-elves become evangelists most often, feeling a drive to shape other hearts and minds. As well, the ancient and stable civilizations of the dwarves produce many evangelists, serving as spiritual and physical guardians of their communities.

Other Classes

Evangelists get along best with clerics or paladins of the same faith, but are apt to regard other evangelists (even of the same faith) as potential rivals, just as they view paladins and clerics of other religions as competitors. They tend to respect rogues for their ability to get along in the world and bards for their ability to stir the heart and soul. For the most part, though, members of other classes are seen as either useful tools or targets for proselytizing.

Role

An evangelist can serve a party well as a healer, diviner, and reserve combatant, but like a bard, an evangelist also makes other characters better at what they do. An evangelist makes an excellent negotiator and spokesperson, especially at higher levels when she literally has the power to control others' actions.

Game Rule Information

Evangelists have the following game statistics.

Abilities: Wisdom determines how powerful the spells an evangelist can cast, how many spells she can cast per day, and how hard those spells are to resist (see **Spells**). As well, Charisma is important to an evangelist in determining how often and how effectively she can use her *divine touch*, *divine voice*, and righteous wrath class abilities. Charisma likewise affects the evangelist's ability to influence both the living and the undead.

Alignment: An evangelist's alignment must normally be within one step of her deity's (that is, it may be one step away on either the lawful–chaotic axis or the good–evil axis, but not both). An evangelist may not be neutral unless her deity's alignment is also neutral.

Hit Die: d6.

Class Skills

The evangelist's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Spellcraft (Int), Sense Motive (Wis), Swim (Str), Use Magic Device (Cha), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the evangelist.

Weapon and Armor Proficiency

Evangelists are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

Aura (Ex)

An evangelist of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to that deity's alignment (see the *detect evil* spell description in the *PHB* for details). An evangelist who doesn't serve a deity has an aura which corresponds to her own alignment. A neutral evangelist (or an evangelist of a neutral deity) has a good aura if she chooses to heal wounds with her *divine touch* ability, or an evil aura if she chooses to inflict wounds with her *divine touch* ability.

Divine Touch (Sp)

An evangelist can heal or inflict wounds by touch depending on alignment, with good evangelists (or neutral evangelists who serve good deities) *curing* wounds, and evil evangelists (or neutral evangelists who serve evil deities) *inflicting* wounds. A neutral evangelist can choose to either *cure* or *inflict* wounds, but once this choice is made, it cannot be changed. An evangelist can use *divine touch* a total number of times per day equal to 3 + her Charisma modifier, regardless of which ability she uses. The save DC is Wisdom-based.

- At 1st level, an evangelist receives *divine touch I*, which functions as the *cure* (or *inflict*) *light wounds* spell.
- At 5th level, an evangelist receives *divine touch II*, which functions as the *cure* (or *inflict*) *moderate wounds* spell. Alternatively, the evangelist can substitute any of the following spells, with those available to neutral or evil evangelists in parenthesis: *remove curse* (*bestow curse)*, *remove disease* (or *contagion*) and *remove blindness/deafness* (*blindness/deafness*).
- At 10th level, an evangelist receives *divine touch III*, which functions as the *cure* (or *inflict*) *serious wounds* spell, or can substitute any of the other effects gained at 5th level.
- At 15th level, an evangelist receives *divine touch IV*, which functions as the *cure* (or *inflict*) *critical wounds* spell, or any of the other effects gained at 5th level.
- At 20th level, an evangelist receives *divine touch V*, which functions as the *heal* (or *harm*) spell, or can substitute any of the other effects gained at 5th level.

Spells

An evangelist casts divine spells drawn from the evangelist spell list (see page 106), though an evangelist's alignment might restrict her from casting certain spells (see **Spells with Alignment** descriptors, following). To prepare or cast a spell, an evangelist must have a Wisdom score of at least 10 + the spell's level, and saving throws against the evangelist's spells have a DC of 10 + spell level + the evangelist's Wisdom modifier.

In addition to the base daily spell allotment given in **Table 3–2: The Evangelist**, an evangelist receives bonus spells each day based on Wisdom (see **Abilities and Spellcasters** in **Chapter One** of the *PHB*). Where **Table 3–2: The Evangelist** indicates the evangelist gets 0 spells per day of a given level (such as 0 1st-level spells at 2nd level), she gains only bonus spells for that level.

Evangelists do not acquire their spells from books or scrolls, nor do they prepare them through study. Instead, they meditate or pray for their spells, receiving them through their own strength of faith or as divine inspiration. Each evangelist chooses a time at which she must spend an hour each day in quiet contemplation or supplication to regain her daily allotment of spells (typically at dawn or noon for good evangelists and at dusk or midnight for evil ones). Time spent resting has no effect on whether an evangelist can prepare spells. An evangelist may prepare and cast any spell of the appropriate level on the evangelist spell list, but she must choose which spells to prepare during her daily meditation.

Spontaneous Casting

Evangelists can channel stored spell energy into summoning spells that they haven't prepared ahead of time, "losing" a prepared spell in order to cast any *summon monster* spell of the same level or lower. While using this power, an evangelist may only summon creatures of an alignment identical to his deity. For example, a lawful good evangelist who prepared *water walk* (3rd level) may expend that spell in order to cast *summon monster I* (only a celestial dog or celestial owl), *II* (celestial giant bee), *or III* (celestial black bear).

Table 3-2: The Evangelist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Aura, *divine touch I*	2	—	—	—	—	—	—
2nd	+1	+0	+0	+3	*Detect infidel*	3	0	—	—	—	—	—
3rd	+2	+1	+1	+3	Embolden the faithful +1, shake the infidel	3	1	—	—	—	—	—
4th	+3	+1	+1	+4	Turn/rebuke undead	3	2	0	—	—	—	—
5th	+3	+1	+1	+4	*Divine touch II*	3	3	1	—	—	—	—
6th	+4	+2	+2	+5	—	3	3	2	—	—	—	—
7th	+5	+2	+2	+5	*Divine voice* (*suggestion*)	3	3	2	0	—	—	—
8th	+6/+1	+2	+2	+6	Embolden the faithful +2, shake the infidel (*daze*)	3	3	3	1	—	—	—
9th	+6/+1	+3	+3	+6	—	3	3	3	2	—	—	—
10th	+7/+2	+3	+3	+7	Divine touch III	3	3	3	2	0	—	—
11th	+8/+3	+3	+3	+7	*Divine voice* (*greater command*)	3	3	3	3	1	—	—
12th	+9/+4	+4	+4	+8	—	3	3	3	3	2	—	—
13th	+9/+4	+4	+4	+8	Embolden the faithful +3, shake the infidel (*blindness*)	3	3	3	3	2	0	—
14th	+10/+5	+4	+4	+9	Shielding prayer (1/day)	4	3	3	3	3	1	—
15th	+11/+6/+1	+5	+5	+9	*Divine touch IV, divine voice* (*mass charm monster*)	4	4	3	3	3	2	—
16th	+12/+7/+2	+5	+5	+10	*Cast out*	4	4	4	3	3	2	0
17th	+12/+7/+2	+5	+5	+10	Shielding prayer (2/day)	4	4	4	4	3	3	1
18th	+13/+8/+3	+6	+6	+11	Embolden the faithful +4, shake the infidel (stun)	4	4	4	4	4	3	2
19th	+14/+9/+4	+6	+6	+11	*Divine voice* (*dominate monster*)	4	4	4	4	4	4	3
20th	+15/+10/+5	+6	+6	+12	Shielding prayer (3/day)	4	4	4	4	4	4	4

Spells with Alignment Descriptors

An evangelist can't cast spells with an alignment descriptor opposed to her own (or her deity's if she has one), so a good evangelist (or a neutral evangelist of a good deity) cannot cast evil spells, for example. At 3rd level, when an evangelist gains the ability to turn or rebuke undead, a neutral evangelist is restricted from casting certain spells based on whether she chooses to turn undead (cannot cast evil spells) or rebuke undead (cannot cast good spells).

Detect Infidel (Sp)

At will, a 2nd level or higher evangelist can automatically detect auras opposite to her own, as the *detect chaos/evil/good/law* spell. For example, an evangelist with auras of law and good (see the **Aura** class feature) can detect chaos or evil. Each use of the ability can detect only one type of aura, and evangelists who can detect auras of two different kinds must decide which kind of aura they wish to detect on each use of this ability.

Embolden the Faithful (Su)

For a number of times per day equal to the evangelist's Charisma modifier (minimum once per day), the character draws upon divine power to favor her allies. Activating this power is a full-round action, during which time the evangelist must vocally preach her beliefs. Once it takes effect, *embolden the faithful* extends outward in a 50-foot-radius emanation centered on the evangelist, and lasts for long as she concentrates plus a number of rounds equal to her Charisma bonus (minimum 1 round).

At 3rd level, an evangelist with 5 or more ranks in Knowledge (religion) can use this ability to grant herself and her allies a +1 morale bonus on attack rolls, saving throws, skill checks, and ability checks. To receive the benefit, an ally's alignment must share at least one common element with the evangelist's aura, and no opposing elements. For example, an evangelist with auras of law and good can grant the morale bonus to lawful good, neutral good, and lawful neutral allies. An ally must remain within the power's area of effect to receive its benefit.

At 8th level, an evangelist with 10 or more ranks in Knowledge (religion) can use this ability to grant a +2 morale bonus to allies. At 13th level, an evangelist with 15 or more ranks in Knowledge (religion) can use this ability to grant a +3 morale bones to allies. At 18th level, an evangelist with 20 or more ranks in Knowledge (religion) can use this ability to grant a +4 morale bones to allies.

Shake the Infidel (Su)

For a number of times per day equal to her Charisma modifier (minimum once per day), the evangelist draws upon divine power to discomfort and unsettle her enemies. Activating this power is a full-round action, during which time the evangelist must vocally preach her beliefs. Once it takes effect, shake the infidel extends outward in a 50-foot-radius emanation centered on the evangelist,

and lasts for long as she concentrates plus a number of rounds equal to her Charisma bonus (minimum 1 round).

A 3rd-level evangelist with 5 or more ranks in Knowledge (religion) can use this ability to cause enemies whose alignment contains one element opposing the evangelist's aura to become shaken. Such opponents within the emanation must succeed on a Will save (DC 10 + 1/2 the evangelist's class level + the evangelist's Cha modifier). Those opponents who fail remain affected only as long as they remain in the power's area. If a foe who fails the save exits and then reenters the aura, he is still shaken as long as the aura remains. Foes outside the emanation when first activated must save upon entering it, whether it's their movement or the evangelist's movement bringing them inside.

At 8th level, an evangelist with 10 or more ranks in Knowledge (religion) causes foes in the area of effect to become *dazed* as per the spell for 1 round if they fail their saving throws, then are shaken for the duration of the effect. A foe can be dazed only once by each use of righteous wrath. At 13th level, an evangelist with 15 or more ranks in Knowledge (religion) causes foes in the area of effect to become dazed, as per the *daze* spell, for 1 round if they fail their saving throws, then blinded, as per the *blindness/deafness* spell, for 1 round (provided the effect lasts that long), and then shaken for the duration of the effect. A foe can be dazed and blinded only once by each use of righteous wrath. At 18th level, an evangelist with 20 or more ranks in Knowledge (religion) causes foes in the power's area to become stunned for 1 round if they fail their saving throws, then dazed for 1 round (if the effect lasts that long), then blinded for 1 round (if the effect lasts that long), then shaken for the duration of the effect. A foe can be stunned, dazed, and blinded only once by each use of righteous wrath.

Turn/Rebuke Undead (Su)

Regardless of alignment, all evangelists share the power to affect undead creatures (such as skeletons, zombies, ghosts, and vampires) by channeling the power of their faith through their holy or unholy symbol (see **Turn or Rebuke Undead** in **Chapter Eight: Combat** of the *PHB*.)

Starting at 4th level, a good evangelist (or a neutral evangelist who worships a good deity) can turn or destroy undead creatures and an evil evangelist (or a neutral evangelist who worships an evil deity) instead rebukes or commands such creatures, forcing them to cower in awe of her power. A neutral evangelist of a neutral deity (or an evangelist without a deity) must turn undead if she chose to cure wounds with her *divine touch* at 1st level, and must rebuke undead if she chose to inflict wounds.

An evangelist can attempt to turn or rebuke undead a number of times per day equal to 3 + her Charisma modifier. An evangelist with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead. The evangelist turns or rebukes undead as would a cleric three levels lower.

Divine Voice (Sp)

At 7th level, for a number of times per day equal to her Charisma modifier (minimum once per day), an evangelist with 9 or more ranks in Knowledge (religion) can cast *suggestion*. At 11th level, an evangelist with 13 or more ranks in Knowledge (religion) can cast *suggestion* or *greater command*. At 15th level, an evangelist with 17 or more ranks in Knowledge (religion) can cast *suggestion, greater command,* or *mass charm monster*. At 19th level, an evangelist with 21 or more ranks in Knowledge (religion) can cast *suggestion, greater command, mass charm monster,* or *dominate monster*.

For all purposes relating to effects of the above spells, caster level equals the evangelist's class levels. In addition, subjects of *divine voice* are entitled to a Will save (DC 10 + the spell level + the evangelist's Charisma modifier) to resist the effects.

Shielding Prayer (Su)

At 14th level, an evangelist with 16 or more ranks in Knowledge (religion) can utter a prayer to protect her and her allies. The power is usable once per day at this level, and she gains an additional use of this ability every three levels thereafter (so twice per day at 17th level and three times per day at 20th level).

Shielding prayer extends in a 50-foot-radius emanation centered on the evangelist, and lasts for a number of rounds equal to the evangelist's Charisma modifier (minimum 1 round). Each time the ability is used, the evangelist makes a Knowledge (religion) check. Then for any saving throw made while the shielding prayer is in effect, the evangelist and all allies within range can substitute the check result for their saving throw roll, if higher.

Cast out (Sp)

At 16th level, an evangelist with 16 or more ranks in Knowledge (religion) can use *dispel chaos/good//evil/law*, as the spell, once per day (with the caster level equaling the character's evangelist level). The evangelist can affect only one type of creature or spell per use, and can only use the effect matching her aura. For example, an evangelist with auras of law and good could use *dispel chaos* or *dispel evil* once per day. The save DC for this effect is 15 + the evangelist's Charisma modifier.

- Scout -

Some people find nothing as potent as the unknown—the philosopher pondering unanswered questions, the mathematician seeking to define what remains unproven, the explorer striving to gaze upon vistas yet unseen. Like them, the scout lives a life built around confronting the unknown, focusing on the deadliest dangers where they lurk unnoticed or unseen. To the scout, the first step toward defeating any foe is the hunt that exposes it, while the best defense is to keep that foe unaware of its being a target until it is far too late to do anything about it.

Adventures

Most scouts have a taste for exploration and eagerly embark on forays into the unknown. Like rangers, they often serve as protectors, especially for travelers in newly explored lands. Others seek adventure for the sake of constantly challenging themselves, or for the simple thrill of pursuit.

Characteristics

The scout is self sufficient, with access to a wide variety of skills and abilities that can help him deal with nearly any situation. Proficient with most light weapons and light armor, a scout displays a wide variety of fighting skills, with some dealing considerable damage in face-to-face melee while others become masters of hit and run tactics.

Like the ranger, few scouts follow identical paths. Each scout pursues a path just as a ranger adopts a fighting style, except the scout's abilities allow him to become a master of the wild, a skilled saboteur, or even to become a fighting machine.

Alignment

As independent spirits rebelling against conformity, monotony, and predictability, a majority of scouts embrace chaos. Lawful scouts are by no means rare, though, often proving exceptionally meticulous in their methods and their embrace of a protective role. Evil scouts are less numerous than good scouts, for evil characters often find a scout's willingness to take on tasks or adventures with no obvious rewards unappealing at best. Where they arise, evil scouts usually focus their training on stealth.

Religion

Scouts generally prefer martial deities, though some venerate gods devoted to knowledge or discovery. Evil scouts usually worship deities of stealth or deception.

Background

Most scouts learn their craft under an older character's tutelage, though some are self-taught. Master scouts are often independent, making a living as pathfinders or spies, or even as trappers, hunters, and pioneers. Such masters seek out apprentices to serve as assistants or simply to keep watch over their homes while they range farther afield. Other masters serve military organizations, governments, or even churches or business cartels which need both the master's skills and a steady supply of new recruits to help keep them protected or informed. Eventually, an apprentice scout moves on to make way for a new recruit, or to simply follow his own path.

Races

Justly famous for their adaptability and flexibility, humans make excellent scouts. Likewise, elves, half-elves, and halflings excel as scouts for their expertise in matters of stealth and perception.

Classes

Scouts tend to get along well with rangers and rogues, and those classes often attract characters of a similar mind-set. Scouts respect fighters for their martial prowess but are apt to think barbarians too impulsive (if not too loud), and though they're friendly toward divine spellcasters, they tend to favor druids for their woodcraft and knowledge of the natural world. Scouts often admire bards for their vast array of skills and talents, but tend to regard most other arcane spellcasters as one-dimensional and overly vulnerable (though most have enough sense to never make those thoughts known.)

Role

Much like a rogue, a scout's role in any party varies according to his skill selection, and can run the range from intelligence specialist to front-line trap specialist to stealth combatant.

Game Rule Information

Scouts have the following game statistics.

Abilities: Dexterity provides essential protection for the lightly armored scout and is the basis (along with Wisdom and Intelligence) for many of his wide-ranging class skills. A high Intelligence also gives a scout extra skill points with which to master those skills.

Alignment: Any.
Hit Die: d6.

Class Skills

The scout's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at 1st Level: (6 + Int modifier) ×4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the scout class.

Weapon and Armor Proficiency

Scouts are proficient with all simple weapons, plus all light martial weapons and all bows. Scouts are proficient with light armor, bucklers, and light shields.

Favored Weapon (Ex)

At 1st level, the scout may select one weapon from the scout weapon proficiencies. The scout gains a +1 bonus to attack rolls with this weapon. Every six levels thereafter, the scout gains an additional +1 bonus, which can be placed on the first weapon selected, or another weapon from the scout weapon proficiencies. This bonus stacks with Weapon Focus. Once the bonus is assigned, it cannot be changed. For example, Scott, who is playing a 1st-level scout, selects short sword, gaining a +1 bonus to attack rolls with this weapon. When he reaches 7th level, he could select short sword again, gaining a +2 bonus to attack rolls, or any other weapon of the scout's weapon proficiencies.

Sharp Senses (Ex)

A scout remains keenly aware of his surroundings and can pick up clues from his environment other characters might miss, gaining a +1 bonus to all Listen, Search, and Spot checks. If the scout has the Track feat, this bonus also applies to Survival checks made to follow tracks.

Special Ability

Starting at 2nd level and every three levels thereafter (5th, 8th, 11th, 14th, 17th, and 20th), a scout can choose a special ability from the following list. Some of these abilities have prerequisites, as noted in their descriptions.

- ***Bonus Feat*:** The scout gains a bonus feat from the following list. Combat Expertise, Deceitful, Dodge, Endurance, Improved Overrun, Mobility, Spring Attack, Stealthy, or Track. A scout must meet all the prerequisites to select these feats, including ability score and base attack bonus minimums.
- ***Discern Lies (Sp):*** In order to select this special ability, the scout must be at least 10th level. The scout gains the ability to *discern lies,* as the spell (and the save DC equal 14 + the scout's Wisdom modifier). The scout can use this ability a number of times per day equal to his Wisdom modifier (minimum of once per day).

Table 3-3: The Scout

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	1st favored weapon, sharp senses
2nd	+1	+0	+3	+0	Special ability
3rd	+2	+1	+3	+1	—
4th	+3	+1	+4	+1	Improved sharp senses
5th	+3	+1	+4	+1	Special ability
6th	+4	+2	+5	+2	Uncanny dodge
7th	+5	+2	+5	+2	2nd favored weapon
8th	+6/+1	+2	+6	+2	Special ability
9th	+6/+1	+3	+6	+3	—
10th	+7/+2	+3	+7	+3	Greater sharp sense
11th	+8/+3	+3	+7	+3	Special ability
12th	+9/+4	+4	+8	+4	—
13th	+9/+4	+4	+8	+4	3rd favored weapon
14th	+10/+5	+4	+9	+4	Special ability
15th	+11/+6/+1	+5	+9	+5	—
16th	+12/+7/+2	+5	+10	+5	Improved uncanny dodge
17th	+12/+7/+2	+5	+10	+5	Special ability
18th	+13/+8/+3	+6	+11	+6	—
19th	+14/+9/+4	+6	+11	+6	4th favored weapon, preternatural dodge
20th	+15/+10/+5	+6	+12	+6	Special ability

- **Canny Fighting (Ex):** In order to select this special ability, the scout must have 5 or more ranks in Tumble, and either the Combat Expertise or Dodge feat. This ability allows the scout to make one attack of opportunity per round to attempt to disarm or trip a foe that has made an unsuccessful melee attack against him. The disarm or trip attempt does not provoke an attack of opportunity from the foe, but the scout cannot use this ability if caught flat-footed or is unaware of his attacker.
- **Greater Canny Fighting (Ex):** In order to select this special ability, the scout must have the canny fighting special ability, and the Combat Expertise and Dodge feats. This ability allows the scout to take one attack of opportunity per round against a foe that has made an unsuccessful melee attack against him. The scout cannot use this ability if caught flat-footed or is unaware of his attacker.
- ***Lesser Self-Healing (Sp):*** In order to select this special ability, the scout must have 5 or more ranks in Heal, and the Self-Sufficient feat. This ability allows the scout to cast *cure light wounds*, as the spell (with the caster level equal to one-half the scout's class level), a number of times per day equal to the scout's Wisdom modifier (minimum once per day).
- ***Self-Healing (Sp):*** In order to select this special ability, the scout must have selected the lesser self-healing special ability. This ability allows the scout to *cast cure moderate wounds*, as the spell (with the caster level equal to one-half the scout's class level), a number of times per day equal to the scout's Wisdom modifier (minimum once per day). This ability replaces lesser self-healing.
- ***Greater Self-Healing (Sp):*** In order to select this special ability, the scout must have selected the *self-healing* special ability. This ability allows the scout to *cast cure serious wounds*, *delay poison*, *deafness/blindness*, or *remove disease* as the spells (caster level equal to one-half the scout's class level), a number of times per day equal to the scout's Wisdom modifier (minimum once per day). This ability replaces *self-healing*.
- ***Cunning Stealth (Sp):*** In order to select this special ability, the scout must have 5 or more ranks in Disguise or Hide, and either the Deceitful or Stealthy feat. This ability allows the scout to conceal himself as if using the *alter self* or *invisibility* spells (caster level equal to one-half the scout's class level), a number of times per day equal to the scout's Wisdom modifier (minimum once per day).
- ***Greater Cunning Stealth (Sp):*** In order to select this special ability, the scout must have selected the *cunning stealth* special ability. This ability allows the scout to overcome divination spells and effects as if under the effect of *nondetection*, as the spell (with the caster level equal to one-half the scout's class level), a number of times per day equal to the scout's Wisdom modifier (minimum once per day).
- **Mobile Fighting (Ex)*:*** In order to select this special ability, the scout must have 5 or more ranks in Jump, and either the Improved Overrun or Mobility feat. This ability increases the scout's land speed by +10 feet (this is not an enhancement bonus; the scout's land speed simply increases, allowing him to combine this ability with other forms of speed increase).
- **Greater Mobile Fighting (Ex):** In order to select this special ability, the scout must have selected the mobile fighting special ability. Whenever the scout moves more than 10 feet in a round, he may add his Wisdom bonus to any melee attack roll made during his turn. The scout may use any mode of personal movement (including jumping or tumbling) but not mounted movement or flying.

- **Wildcraft (Ex):** In order to select this special ability, the scout must have 5 or more ranks in Survival, and either the Endurance or Track feat. With this ability, the scout can move through any sort of undergrowth (including natural thorns, briars, overgrown areas, and similar terrain) at his normal speed without suffering damage or other impairment. The scout leaves no trail and cannot be tracked in natural surroundings (though may choose to leave a trail if so desired), but is still affected by thorns, briars, and overgrown areas that have been magically manipulated to impede motion.
- ***Greater Wildcraft (Sp):*** In order to select this special ability, the scout must have selected the wildcraft special ability. This ability allows the scout to *speak with animals* or *speak with plants*, as the spells (caster level equal to one-half the scout's class level), a number of times per day equal to the scout's Wisdom modifier (minimum once per day). In addition, the scout can use *tree stride*, as the spell, once per day (caster level equal to one-half the scout's class level).

Improved Sharp Senses (Ex)

At 4th level, the scout's bonus on Listen, Search, and Spot checks increases to +2 and applies to Sense Motive checks as well. The range penalty for Spot and Listen checks drops from –1 per 10 feet of distance to –1 per 20 feet of distance.

Uncanny Dodge (Ex)

At 6th level, the scout retains his Dexterity bonus to Armor Class (if any) even if caught flat-footed or struck by an invisible attacker (though he still loses his Dexterity bonus to AC if immobilized). If a character already has uncanny dodge from a second class (such as barbarian or rogue), he automatically gains improved uncanny dodge instead.

Greater Sharp Senses (Ex)

At 10th level, the scout gains the blindsense ability (see **Chapter Seven** of the *MM* for full details) within a distance of 10 feet + 5 feet per point of his Wisdom modifier (minimum 10 feet). The scout usually doesn't need to make Listen or Spot checks to notice creatures within range, provided he has line of effect to those creatures. Any creature the scout cannot see still has concealment against him, and the scout is still denied his Dexterity bonus to Armor Class against such creatures. As well, poor visibility affects the scout's movement as normal.

Improved Uncanny Dodge (Ex)

At 16th level, the scout can no longer be flanked, as he is able to react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies a rogue the ability to sneak attack a scout by flanking him, unless the attacker has at least four more rogue levels than the scout has class levels.

If a character already has uncanny dodge from a second class (such as barbarian), the levels from both classes stack to determine the minimum level a rogue must be to flank the character.

Preternatural Dodge (Ex)

At 19th level, the scout can anticipate his foes' movements. During his action, the scout designates a single opponent, gaining a +4 dodge bonus to AC against all attacks by that opponent. At the scout's option, he may divide this bonus between two opponents as he sees fit (for example, gaining a +3 dodge bonus against one opponent and a +1 dodge bonus against another).

- Spellmaster -

Magic permeates the universe, ebbing and flowing in great currents most mortals never see. So say the spellmasters, who cast spells with little or no preparation by tapping into universal magical energies, most commonly wielding arcane spells but able to manipulate divine magic as well.

Adventures

Detecting and channeling ambient magic takes considerable practice, and for some spellmasters, testing and improving their command of magic is a lifetime obsession providing all the adventuring incentive they need. Other spellmasters see their magical talents as a means to other ends—either noble or tawdry depending on the spellmaster's own morals and temperament. Like sorcerers, some spellmasters also feel the need to prove themselves and their methods to others, especially to the wizards and eldritch weavers who scoff at the spellmaster's art.

Characteristics

A spellmaster's ability to cast spells by locating and channeling magical power requires a great deal of dedication, but not nearly so much study as a wizard or eldritch weaver undertakes. As a result, spellmasters have a wider range of practical skills than do wizards or eldritch weavers. Their combat abilities are also a little better; and though spellmasters are proficient with most weapons, they disdain armor as most arcane spellcasters do. Spellmasters cast their spells on the fly, giving them even more arcane flexibility than sorcerers have, but the magic they wield tends to be weaker in order that they can handle it reliably. As well, a spellmaster usually needs quite a bit of time to produce a spell effect, and though spellmasters can sometimes wield amazing magic, they must take risks to do so.

Alignment

Spellmasters have no strong tendency toward good or evil, but those spellmasters who consider spellcasting an art based on intuition and improvisation embrace chaos. At the same time, just as many spellmasters rely on self-discipline and a polished magical technique as they follow the ways of law.

Religion

The majority of spellmasters revere deities of magic, though some choose deities of knowledge or perception, or follow other gods according to culture and personal preference. Very few spellmasters follow no deity at all.

Background

Spellmasters usually begin as apprentices or assistants to more experienced arcane spellcasters, or as students enrolled in a formal course of magical study. Somewhere along the line, though, they discover a talent for sensing and controlling magic and decide to pursue that path rather than follow a more traditional course. Experienced spellmasters also sometimes take on apprentices of their own to be trained in the art. Not all such students succeed, though, with many eventually becoming spellcasters of another kind (usually wizards).

Races

Humans are known for their display of unusual gifts, and many quickly grasp the basic approach to the spellmaster's art. As well, the natural magical talents of the gnomes allow many to quickly acquire the spellmaster techniques, and halflings often find the spellmaster's seat-of-the-pants approach to magic especially appealing.

Other Classes

Spellmasters respect magical talent wherever they find it, and usually get along with most other spellcasters. Some spellmasters, however, see wizards and eldritch weavers as rivals or foes (or at least as adherents of inferior magical philosophies). Friction sometimes arises between spellmasters and clerics, especially when spellmasters begin making free use of divine spells

Role

A spellmaster can cast an almost unlimited number of spells each day, but usually not very quickly. In general, the spellmaster excels at supporting her allies with beneficial magic (often including divination spells, provided the spellmaster has time to cast them). Spellmasters can launch effective magical attacks against foes, but usually only for a very short time.

Game Rule Information

Spellmasters have the following game statistics.

Abilities: Spellmasters rely on Wisdom to help them detect and channel magical energy, and Wisdom makes a spellmaster's spells harder to resist. As it is with most arcane casters, the Armor Class bonus from a high Dexterity score is helpful to a spellmaster, and a good Constitution helps increases a spell master's fairly low hit points.
Alignment: Any.
Hit Die: d6.

Class Skills

The spellmaster's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.
Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the spellmaster class.

Weapon and Armor Proficiency

A spellmaster is proficient with all simple weapons, but is not proficient with any type of armor or shield. Armor of any type interferes with a spellmaster's arcane gestures, which can cause spells with somatic components to fail.

Table 3-4: The Spellmaster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Hold spell (1), sense magic	2	1	—	—	—	—	—
2nd	+1	+0	+0	+3	Counterspell	3	1	—	—	—	—	—
3rd	+2	+1	+1	+3	—	3	2	—	—	—	—	—
4th	+3	+1	+1	+4	Magic savant	3	2	1	—	—	—	—
5th	+3	+1	+1	+4	Hold spell (2)	3	3	1	—	—	—	—
6th	+4	+2	+2	+5	—	3	3	2	—	—	—	—
7th	+5	+2	+2	+5	Spell resistance	3	3	2	1	—	—	—
8th	+6/+1	+2	+2	+6	Improved magic savant	3	3	3	1	—	—	—
9th	+6/+1	+3	+3	+6	Hold spell (3)	3	3	3	2	—	—	—
10th	+7/+2	+3	+3	+7	—	3	3	3	2	1	—	—
11th	+8/+3	+3	+3	+7	Improved spell resistance	3	3	3	3	1	—	—
12th	+9/+4	+4	+4	+8	Greater magic savant	3	3	3	3	2	1	—
13th	+9/+4	+4	+4	+8	Hold spell (4)	3	3	3	3	2	1	—
14th	+10/+5	+4	+4	+9	*Dispel magic*	4	3	3	3	3	2	1
15th	+11/+6/+1	+5	+5	+9	Turn spell	4	4	3	3	3	2	1
16th	+12/+7/+2	+5	+5	+10	—	4	4	4	3	3	3	2
17th	+12/+7/+2	+5	+5	+10	Hold spell (5)	4	4	4	4	3	3	2
18th	+13/+8/+3	+6	+6	+11	—	4	4	4	4	4	3	3
19th	+14/+9/+4	+6	+6	+11	Master magic savant	4	4	4	4	4	4	3
20th	+15/+10/+5	+6	+6	+12	Absorb spell	4	4	4	4	4	4	4

Spells

A spellmaster casts spells by sensing and manipulating the magical energies around her, and though she has spell slots, she doesn't prepare spells in advance in the manner of a wizard, nor does she does not have a fixed number of spells from which she can draw as does a sorcerer or bard. Instead, she chooses a spell and casts it when she has accumulated sufficient power. This direct manipulation of arcane power can prove taxing and dangerous, though, so that the spellmaster is limited in the number of spells she can keep active at once, and can cast only a small number of spells each day with relative ease and safety. If she exceeds her limit, she risks injury or death.

Spell Awareness

A spellmaster does not learn new spells through study, prayer, or experimentation. Instead, a spellmaster builds a catalogue of spells by watching other spellcasters cast their spells, sensing how the spell is assembled through her magical sensor (see **Sense Magic**). Furthermore, a spellmaster does not recognize a distinction between arcane and divine magic, and can draw power from both sources to cast her spells.

A 1st-level spellmaster begins play aware of a number of 0-level spells (cantrips or orisons) equal to 3 + her Wisdom modifier, and a number of 1st-level spells equal to 1 + her Wisdom modifier. Each level attained in this class, the spellmaster becomes aware of 1d4 + her Wisdom modifier additional spells. These spells are limited to the highest level spell slot she can cast without danger as indicated on **Table 3–4: The Spellmaster.** Thus a spellmaster who advances to 4th-level could become aware of any 0-, 1st-, or 2nd-level spell. The types of spells available for the spellmaster to become aware of should be restricted to the *PHB* and this book, unless your particular campaign makes regular use of spells from other supporting sources.

Spellmasters can also build their catalogue of spells by simply observing spells as they are cast by others, deducing the spell's structure from its verbal, somatic, and material components. Whenever a spellmaster observes another spell cast by a spellcaster (but not cast from a magic item), she can attempt to acquire the spell as a full round action. To do so, she must succeed on a special Spellcraft check against a (DC 15 + special modifier as follows). Note that spells cast with certain metamagic feats are more difficult to acquire as indicated under **Cumulative Modifiers**.

Acquiring Spells

Spell Level	Spellcraft DC Modifier
0	+0
1st	+1
2nd	+2
3rd	+4
4th	+8
5th	+12
6th	+16
7th	+20
8th	+24
9th	+28

Cumulative Modifiers

The spell was…	DC
Stilled	+5
Silent	+5
Eschewed	+5
Quickened	+20
Spontaneously Cast*	+10

*Through a cleric or druid's spontaneous casting class feature.

For example, if a spellmaster observes a cleric cast *cure moderate wounds* (a 2nd-level spell) she could acquire the spell by succeeding on a DC 17 Spellcraft check. However, if the cleric had spontaneously cast this spell, the DC would be 27 instead (17 base + 10 for spontaneous casting).

A spellmaster may only acquire an additional number of spells in this way equal to twice her Wisdom modifier per level. For example, a spellmaster with a 13 Wisdom could only acquire two additional spells per level beyond those normally acquired by advancing in this class.

For spells appearing at different levels on other class's spell lists, use the spell's cleric level for determining its level for casting by a spellmaster, or use the highest level listed for non-clerical spells. For example, the *heal* spell (cleric 6, druid 7, healing 6) would be treated by a spellmaster treats heal as a 6th-level spell. Note, though, that any spell that has a sorcerer/wizard level is used by the spellmaster at that level, even if a cleric or any other class casts it as a lower-level spell.

Casting the Spell

To safely cast a spell, a spellmaster must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a spellmaster's spell is 10 + the spell level + the spellmaster's Wisdom modifier. Unlike other spellcasters, the spellmaster does not gain additional spell slots from having a high Wisdom score.

To gather power for a spell, the spellmaster chooses any spell of which she is aware, then makes a sense magic check (see **Sense Magic**) in order to cast the spell. The DC for the check, the time required to gather power for the spell, and the consequences for failing the check all depend on the spell chosen and the manner in which the spellmaster chooses to cast it.

To power a spell from one of her available spell slots, a spellmaster chooses an appropriate-level spell of which she is aware (though the spellmaster can use a higher-level spell slot to cast a lower-level spell if she wishes) and makes a sense magic check (DC 10 + spell level), which is a standard action that does not provoke an attack of opportunity. A spellmaster can take 10 on a sense magic check to power a spell if she is not distracted or in danger (see **Checks Without Rolls** in **Chapter Four** of the *PHB*), but cannot take 20 on a sense magic check to power a spell. If the check fails, the spellmaster knows immediately and can try to gather power for another spell on her next turn, but the spell slot is used up by the failed check.

Once the spellmaster succeeds on the required sense magic check, she may begin gathering power. The amount of time it takes to gather the power depends on the spell level, as shown on **Table 3-5: Gathering Power**.

The number of rounds rolled reflects the number of rounds during which the spellmaster must spend a standard action gathering spell energy (or a spellmaster may spend a full round action to gather two rounds worth of power). A spellmaster is not required to spend consecutive actions gathering power, so that she could spend one round gathering power, another round running, another round attacking, all before gathering power again. Regardless, a spellmaster may only gather for one spell at a time.

If the spellmaster loses consciousness before she finishes gathering power, the attempt to cast that spell fails (but she does not expend a spell slot if one is being used). Once the spellmaster gathers power for a spell, she casts the spell normally, providing any material components and focus (but not divine focus) the spell requires, and paying any experience point cost the spell normally incurs.

Table 3-5: Gathering Power

Slotted Spells

Spell Level	Number of Rounds to Gather Power (Slotted)
0	1
1st	1d4 – Wisdom modifier (minimum 1 round)
2nd	1d6 – Wisdom modifier (minimum 1 round)
3rd	1d8 – Wisdom modifier (minimum 1 round)
4th	1d10 – Wisdom modifier (minimum 1 round)
5th	1d12 – Wisdom modifier (minimum 1 round)
6th	1d20 – Wisdom modifier (minimum 1 round)

Non-Slotted Spells

Spell Level	Number of Minutes to Gather Power
0	1 – Wisdom modifier (minimum 1 minute)
1st	1d2 – Wisdom modifier (minimum 1 minute)
2nd	1d3 – Wisdom modifier (minimum 1 minute)
3rd	1d4 – Wisdom modifier (minimum 1 minute)
4th	1d6 – Wisdom modifier (minimum 1 minute)
5th	1d8 – Wisdom modifier (minimum 1 minute)
6th	1d10 – Wisdom modifier (minimum 1 minute)
7th	1d12 – Wisdom modifier (minimum 1 minute)
8th	1d20 – Wisdom modifier (minimum 1 minute)
9th	2d20 – Wisdom modifier (minimum 1 minute)

Casting Spells without Slots

Alternatively, the spellmaster can power a spell without using a spell slot, choosing any spell of any level she is aware of (even one she couldn't normally cast from a spell slot) and making a sense magic check (DC 15 + twice the spell's level). Casting spells without an available spell slot allows the spellmaster to cast spells whose level is higher than normally allowed, or to cast spells even after her daily allotment of spells for any given level has been used up.

Gathering power for the spell takes significantly longer than normal, as shown on **Table 3-5: Gathering Power**.

Furthermore, powering spells without using a spell slot is dangerous. On a failed sense magic check, the spellmaster takes1d6 points of damage + 2 points per spell level. If the check fails by 5 or more, the spell master takes an additional 1d6 points of Constitution damage (spellmasters who lack Constitution scores, such as undead, take Charisma damage instead). If she is still conscious after the failure, the spellmaster can try to gather power for another spell on her next turn.

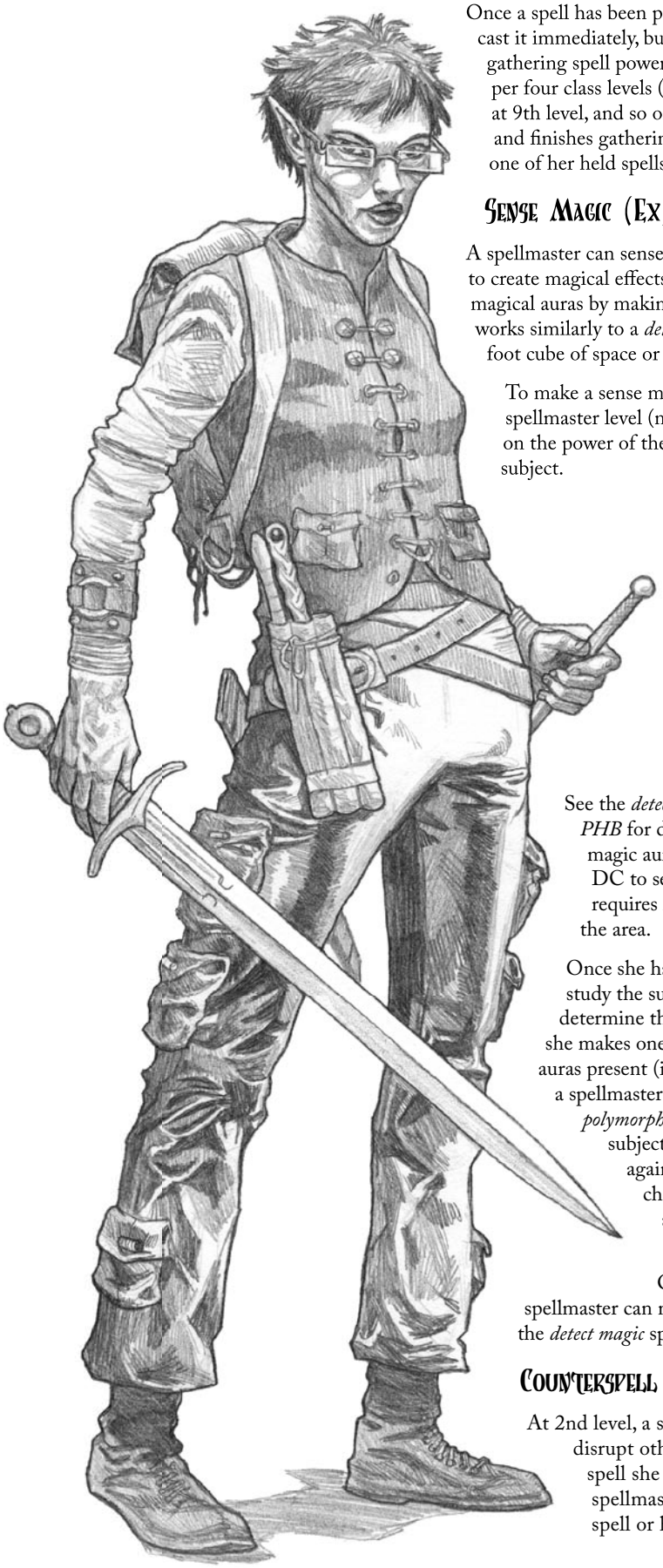
Spell Effects

Once cast, a spellmaster's spells function as if cast by the appropriate class, but each spell a spellmaster casts puts a strain on her being, such that the number of duration-based spells she can have in effect at one time is limited to her Wisdom modifier (minimum one spell). Instantaneous or permanent spells do not count against this limit, and if the spellmaster is killed, rendered unconscious, or suffers any change or damage to her Wisdom score, any spells currently in effect remain unaffected for one day.

A spellmaster cannot benefit from spells or devices that affect the preparation or retention of other spells, such as the *mnemonic enhancer* spell, a *pearl of power*, or a *ring of wizardry*.

If a spellmaster wishes to apply one or more metamagic feats she knows to a spell, she powers the spell normally but uses the higher metamagic level to calculate the sense magic DC and to determine how long it takes to power the spell.

Hold Spell (Ex)



Once a spell has been powered, a spellmaster (unlike other spellcasters) need not cast it immediately, but can hold it for up to 10 minutes per class level. While gathering spell power, a spellmaster can hold one spell plus one additional spell per four class levels (so one spell at 1st level, two spells at 5th level, three spells at 9th level, and so on). If the spellmaster holds her maximum number of spells and finishes gathering power for an additional spell, she must immediately cast one of her held spells, or can choose to simply lose a spell with no effect.

Sense Magic (Ex)

A spellmaster can sense magical auras and even manipulate ambient arcane energy to create magical effects (see **Spells**). Starting at 1st level, a spellmaster can sense magical auras by making a sense magic check as a full-round action. This check works similarly to a *detect magic* spell, except the spellmaster can examine one 10-foot cube of space or a single object or creature that she can touch or see.

To make a sense magic check, the spellmaster rolls 1d20 and adds her spellmaster level (maximum +20) plus her Wisdom modifier. The DC depends on the power of the most potent magical aura present and the distance to the subject.

Sense Magic

DC	Task
0	Detect overwhelming aura
5	Detect strong aura
10	Detect moderate aura
15	Detect faint aura
20	Detect dim aura
+5	Per 5 feet of distance
+5	Noting multiple auras (second round only)

See the *detect magic* spell description in **Chapter Eleven: Spells** of the *PHB* for definitions of aura power. When the subject has multiple magic auras, use the power of the strongest aura to determine the DC to sense any aura, but note that like *detect magic*, sense magic requires 2 rounds of study to reveal the presence of other auras in the area.

Once she has detected the presence of an aura, the spellmaster can study the subject or area again on her next turn and attempt to determine the number of auras present and their locations. To do so, she makes one check which the GM compares to the DCs of all the auras present (including the +5 for detecting multiple auras). For example, a spellmaster studies a prisoner under the effect of *bull's strength* and *polymorph* spells, and who also wears a *belt of dwarvenkind*. The subject has three auras with faint, moderate, and strong power, against which the spellmaster makes a single Sense Magic check. With a result of 16, she notes the strong aura (DC 10) and the moderate aura (DC 15), but not the faint aura (DC 20).

Once she knows the power and location of an aura, a spellmaster can make Spellcraft checks to determine its schools, as noted in the *detect magic* spell description.

Counterspell (Su)

At 2nd level, a spellmaster's ability to manipulate arcane energy can disrupt other spellcasters, allowing her to counterspell using *any* spell she holds (see **Hold Spell**). Unlike a regular counterspell, the spellmaster must succeed on a roll of 1d20 + the level of the held spell or her spellmaster level (whichever is greater) against the

opponent's caster level check in order for the attempt to succeed. Whether the attempt succeeds or fails, the held spell is lost as if cast.

Magic Savant (Ex)

At 4th level, a spellmaster's understanding of the building blocks of magic gives her an advantage when activating magic items. A spellmaster may use her Wisdom modifier in place of her Charisma modifier on Use Magic Device checks.

Spell Resistance (Su)

A 7th-level spellmaster learns to protect herself from hostile spells. She gains spell resistance equal to 10 + 1/2 her spellmaster level + her Wisdom modifier.

Improved Magic Savant (Ex)

At 8th level, a spellmaster may add her Wisdom modifier to her Charisma modifier on Use Magic Device checks. This ability replaces Magic Savant.

Improved Spell Resistance (Su)

At 11th level, the spellmaster's spell resistance equals 15 + 1/2 her spellmaster level + her Wisdom modifier.

Greater Magic Savant (Ex)

A 12th-level spellmaster gains a +2 bonus to all Knowledge (arcana), Spellcraft, and Use Magic Device checks.

Dispel Magic (Su)

At 14th level, a spellmaster's ability to disrupt other spellcasters becomes good enough she can use any spell she holds as a *greater dispel magic*. Before making the dispel check, the spellmaster must succeed on a roll of 1d20 + the level of the held spell or her spellmaster level (whichever is greater) against the opponent's caster level check. Whether the attempt succeeds or fails, the held spell is lost as if it had been cast.

Turn Spell (Su)

At 15th level, a spellmaster has a chance to deflect hostile spells back toward an enemy. Whenever a spell has the spellmaster as a target and fails to penetrate her spell resistance, she can immediately make an opposed caster level check against the opposing spellcaster. If the spellmaster fails, she is affected normally. If she succeeds, she rebounds the spell back on the caster as if she herself had cast it. This ability only works on spells targeting the spellmaster, and does not work against area effect or touch spells.

Master Magic Savant

At 19th level, any time the spellmaster makes a Knowledge (arcana), Spellcraft, or Use Magic Device check, she may roll twice and take the better of the two results.

Absorb Spell (Su)

At 20th level, a spellmaster can absorb and store the energy of hostile spells. Whenever a spell has the spellmaster as a target and fails to penetrate her spell resistance, she can immediately make an opposed caster level check against the opposing spellcaster. If the spellmaster fails, she is affected normally. If she succeeds, however, she absorbs the spell and gathers enough power to cast the spell herself (the absorbed spell need not be on the list of spells of which she is aware). This ability does not work against area effect or touch spells, and the absorbed spell counts against the spellmaster's limit on spells held (so if the spellmaster is already at her limit, she cannot absorb any additional spells).

- Thanemage -

It has been said time and time agains that knowledge is power, but few but the thanemage know the real truth of that old adage. Thanemages are warriors who also study arcane secrets, combining armed might with magical skill to sometimes devastating effect (especially against supernatural foes). There is no morality attached to the profession of thenmage. Ranks of the thanemages can run the range of stalwart do-gooders, ravagers, conquerors, and soldiers of fortune.

Adventures

Thanemages make it their business to confront danger, some doing so merely for danger's sake, pitting their knowledge and courage against the toughest foes simply to see who'll survive. Most thanemages aren't quite so reckless, though, with some facing danger for pay or for the promise of treasure, others seeking to protect the weak, the innocent, or the ignorant from unseen threats, and still others driven by the quiet craving for power, magical or temporal.

Characteristics

The thanemage is proficient with all simple and martial weapons and is very capable in offensive combat. As an arcane spellcaster, he must limit himself to lightweight armor to avoid interference with his spells, and he uses his esoteric and magical knowledge to supplement his fighting skills.

Alignment

No single alignment prevails among thanemages, with good thanemages often dedicating themselves to seeking out and defeating evil creatures, particularly creatures wielding magical or supernatural abilities. Lawful thanemages are most often interested in meting out justice to criminals, or in protecting people or institutions they cherish. Chaotic thanemages most often function as knights errant, taking on whatever task comes to hand. Evil thanemages are usually little more than thugs with a veneer of sophistication and magical aptitude.

Religion

Thanemages may revere either martial or magical deities, most with a slight preference for the former. They tend to shun warlike deities emphasizing strength or ferocity in favor of those that show gifts for strategy and clever tricks.

Background

Some thanemages start out as guards or servants to spellcasters, before discovering they themselves have some command of magic. Others begin as students of magic, but find while magic is potent, their sword arm often proves more reliable. Some begin under the tutelage of a seasoned thanemage who sees

the student maintains a balance between physical and mental exercise, while a few thanemages are self-taught, learning fighting skills through hard experience and magical skills through intense study.

Races

Most thanemages are human, as it takes humanlike flexibility to handle the physical and mental demands of the thanemage's life. As well, elves and half-elves, with their long life spans and natural aptitude for magic, often find the thanemage's mix of arcane and martial prowess appealing.

Other Classes

Thanemages usually prefer the company of other spellcasters who also share their martial bent, including rangers, paladins, and clerics. They have great respect for monks for their physical discipline and mystical skills, and while they don't actively dislike members of other classes, thanemages tend to view them as shallow or one-dimensional.

Role

Thanemages fight well, but perform best when they refrain from rushing headlong into combat and instead pick their fights carefully. Softening up foes with spells or ranged attacks before following through in melee, they make excellent reserve combatants, hanging back to ensure that a party's perimeter is secure before closing in to help finish off a foe.

Game Rule Information

Thanemages have the following game statistics.

Abilities: Intelligence governs a thanemage's spellcasting abilities, and a high Intelligence score also increases the effectiveness of the thanemage's *aura of dread* (see **Class Features**, following). Good Strength, Dexterity, and Constitution scores make him more effective in combat, while Charisma and Wisdom increase the effectiveness of the thanemage's spiritbolt and spiritshield abilities.
Alignment: Any.
Hit Die: d8.

Class Skills

The thanemage's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.
Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the thanemage.

Weapon and Armor Proficiency

A thanemage is proficient with all simple and martial weapons, light armor, and shields (except tower shields). Armor of any type interferes with a thanemage's movements, which can cause spells with somatic components to fail.

Spells

A thanemage casts arcane spells drawn from the sorcerer/wizard spell list (see **Chapter Eleven: Spells** of the *PHB*), and like a wizard, must choose and prepare his spells ahead of time. To learn, prepare, or cast a spell, the thanemage must have an Intelligence score of at least 10 + the spell's level, and saving throws against his spells have a DC of 10 + spell level + the thanemage's Intelligence modifier.

In addition to the base daily spell allotment given in **Table 3–6**, the thanemage gains bonus spells each day based on Intelligence (see **Abilities and Spellcasters** in **Chapter One** of the *PHB*). Where **Table 3–6: The Thanemage** indicates the thanemage gets 0 spells per day of a given level (such as 0 1st-level spells at 4th level), he gains only bonus spells for that level.

Spellbooks

Like a wizard, a thanemage must study his spellbooks each day to prepare his spells (see **Preparing Wizard Spells** in **Chapter Ten** of the *PHB*), and cannot prepare any spell not recorded in his spellbook (except for *read magic*, which all thanemages can prepare from memory). A thanemage begins play with a spellbook containing *read magic* and four cantrips of the player's choice, plus one additional cantrip for each point of his Intelligence bonus. Each time the thanemage achieves a new level, he can add two new spells of any level he can cast to his spellbook. At any time, the thanemage can also add spells found in other characters' spellbooks to his own (see **Adding Spells to a Wizard's Spellbook** in **Chapter Ten** of the *PHB*).

Apprentice Ability

At 1st level, the thanemage chooses one of the following abilities:

- ***Aura of Dread* (*Sp*):** The thanemage can unleash waves of supernatural power that cause discomfort to creatures with one of the following subtypes or types: air, earth, fire, water, chaotic, evil, good, lawful, or undead. The thanemage decides what type of creature the ability effects, and once made, that choice cannot be changed.

  The *aura of dread* extends in a 30-foot-radius emanation centered on the thanemage, and lasts for a number of rounds equal to his Intelligence modifier (minimum 1 round) or until dismissed. A susceptible creature within the emanation must make a Will save (DC 10 + 1/2 the thanemage's level + the thanemage's Int modifier) or leave the emanation by the shortest route possible (and without moving any closer to the thanemage). Once they leave the emanation, creatures can act normally, but if unable to leave the area of effect, they become dazed unless attacked by the thanemage or one of his allies.

  Creatures make their saving throws when they first find themselves within the emanation, no matter how they came to be there (so a thanemage can move through a crowd of creatures, forcing them to flee his advance). A creature saves immediately upon being subjected to the *aura of dread*, but cannot flee until its turn if forced to do so by a failed save. Until its turn begins (or until attacked by the thanemage or one of his allies), a creature that fails its save is dazed.

  Once a creature has been affected by *aura of dread* or made a successful save against it, that creature cannot be affected by the same emanation again for 24 hours. A thanemage can have only one *aura of dread* in effect at a time.

The thanemage can use this ability a number of times per day equal to 3 + his Intelligence modifier (minimum once per day). This ability is the equivalent of a 1st-level spell.

- **Spiritstrike (Su):** The thanemage can use the power of his own being to make a melee attack directly against a creature's spirit, creating a surge of supernatural power that deals 1d6 points of damage. As part of an attack or full attack, the thanemage can deliver the spiritstrike with a melee touch attack or in conjunction with a melee weapon attack (including an unarmed strike or natural weapon), but not in conjunction with a touch spell.

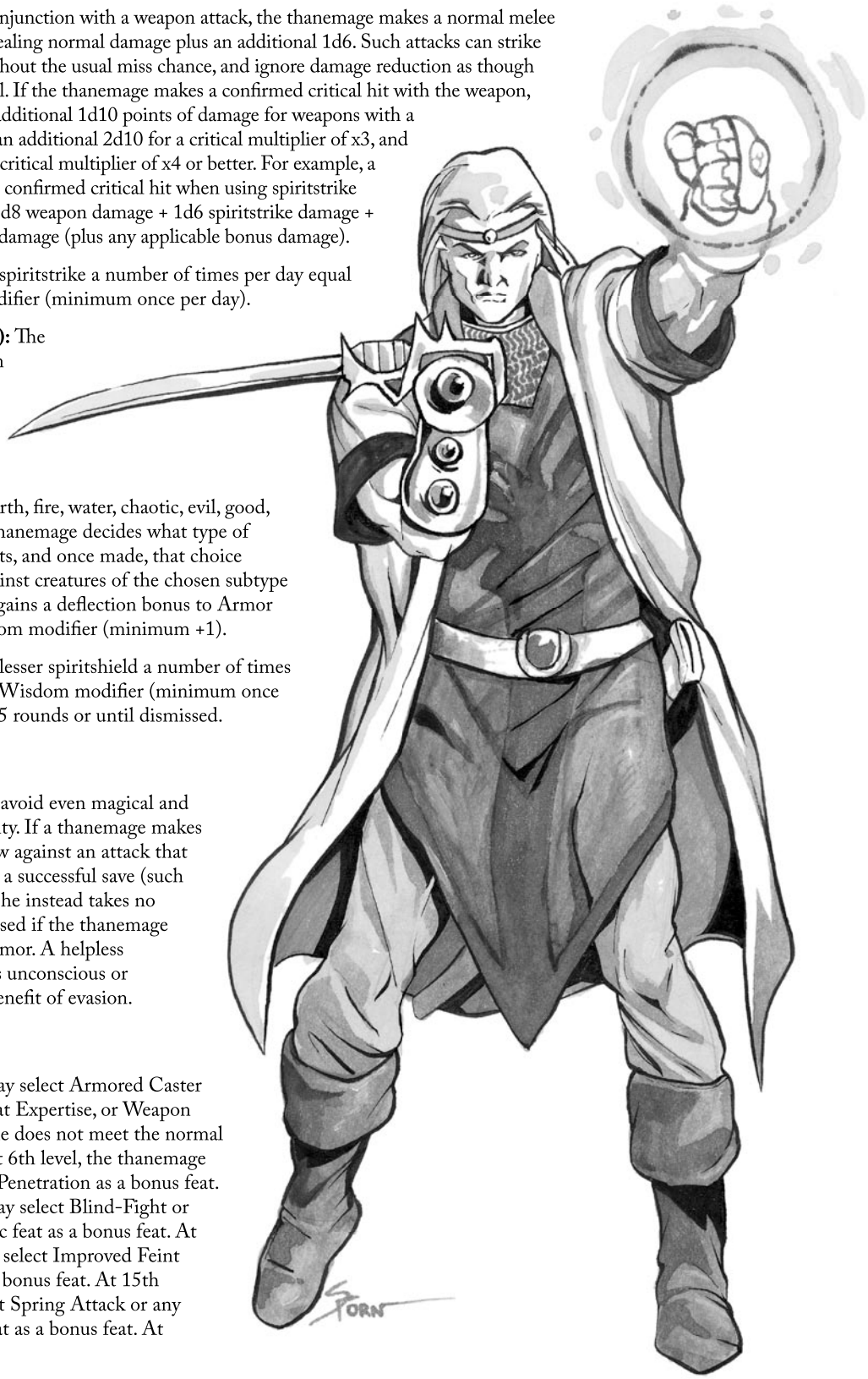
  When used as a touch attack, spiritstrike ignores damage reduction and can strike incorporeal creatures without the usual miss chance. The thanemage's Strength modifier does not increase spiritstrike damage, but a spiritstrike touch attack can deal a critical hit (20/x2).

  If using spiritstrike in conjunction with a weapon attack, the thanemage makes a normal melee attack for the weapon, dealing normal damage plus an additional 1d6. Such attacks can strike incorporeal creatures without the usual miss chance, and ignore damage reduction as though the weapon were magical. If the thanemage makes a confirmed critical hit with the weapon, the spiritstrike deals an additional 1d10 points of damage for weapons with a critical multiplier of x2, an additional 2d10 for a critical multiplier of x3, and an additional 3d10 for a critical multiplier of x4 or better. For example, a thanemage who makes a confirmed critical hit when using spiritstrike with a longsword deals 2d8 weapon damage + 1d6 spiritstrike damage + 1d10 spiritstrike critical damage (plus any applicable bonus damage).

  The thanemage can use spiritstrike a number of times per day equal to 3 + his Charisma modifier (minimum once per day).

- **Lesser Spiritshield (Su):** The thanemage can create an aura of energy to protects him from the attacks of creatures with one of the following subtypes or types: air, earth, fire, water, chaotic, evil, good, lawful, or undead. The thanemage decides what type of creature the ability effects, and once made, that choice cannot be changed. Against creatures of the chosen subtype or type, the thanemage gains a deflection bonus to Armor Class equal to his Wisdom modifier (minimum +1).

  The thanemage can use lesser spiritshield a number of times per day equal to 3 + his Wisdom modifier (minimum once per day). Each use lasts 5 rounds or until dismissed.



Evasion (Ex)

At 2nd level, a thanemage can avoid even magical and unusual attacks with great agility. If a thanemage makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a breath weapon or *fireball*), he instead takes no damage. Evasion can only be used if the thanemage is wearing light armor or no armor. A helpless thanemage (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

Bonus Feat

At 3rd level, the thanemage may select Armored Caster (new feat, see page 53), Combat Expertise, or Weapon Focus as a bonus feat, even if he does not meet the normal prerequisites for those feats. At 6th level, the thanemage may select Still Spell, or Spell Penetration as a bonus feat. At 9th level, the thanemage may select Blind-Fight or any item creation or metamagic feat as a bonus feat. At 12th level, the thanemage may select Improved Feint or Improved Counterspell as a bonus feat. At 15th level, the thanemage may select Spring Attack or any metamagic or item creation feat as a bonus feat. At

Table 3-6: The Thanemage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0	1st	2nd	3rd	4th
1st	+1	+0	+2	+2	Apprentice ability	2	—	—	—	—
2nd	+2	+0	+3	+3	Evasion	2	—	—	—	—
3rd	+3	+1	+3	+3	Bonus feat	2	—	—	—	—
4th	+4	+1	+4	+4		3	0	—	—	—
5th	+5	+1	+4	+4	Initiate ability	3	0	—	—	—
6th	+6/+1	+2	+5	+5	Bonus feat	3	1	—	—	—
7th	+7/+2	+2	+5	+5	Uncanny dodge	3	1	—	—	—
8th	+8/+3	+2	+6	+6		3	1	0	—	—
9th	+9/+4	+3	+6	+6	Bonus feat	3	1	0	—	—
10th	+10/+5	+3	+7	+7	Adept ability	3	1	1	—	—
11th	+11/+6/+1	+3	+7	+7		3	1	1	0	—
12th	+12/+7/+2	+4	+8	+8	Bonus feat	3	1	1	1	—
13th	+13/+8/+3	+4	+8	+8	Improved evasion	3	1	1	1	—
14th	+14/+9/+4	+4	+9	+9		4	2	1	1	0
15th	+15/+10/+5	+5	+9	+9	Master ability, bonus feat	4	2	1	1	1
16th	+16/+11/+6/+1	+5	+10	+10	Improved uncanny dodge	4	2	2	1	1
17th	+17/+12/+7/+2	+5	+10	+10		4	2	2	2	1
18th	+18/+13/+8/+3	+6	+11	+11	Bonus feat	4	3	2	2	1
19th	+19/+14/+9/+4	+6	+11	+11		4	3	3	3	2
20th	+20/+15/+10/+5	+6	+12	+12	Grand master ability	4	3	3	3	3

18th level, the thanemage may select Whirlwind Attack or any metamagic or item creation feat as a bonus feat.

Initiate Ability

At 5th level, the thanemage can choose one of the following abilities (all of which replace previously chosen prerequisite abilities, as indicated), or an ability from the apprentice ability list. If the thanemage chooses an apprentice ability he already has, he gains three extra uses of that ability per day.

- ***Aura of Doom* (*Sp*):** To select this ability, the thanemage must have previously selected *aura of dread*. This ability replaces the thanemage's *aura of dread* ability, and affects the same type of creature chosen for the *aura of dread*. If the thanemage has gained any additional uses of *aura of dread*, those additional uses apply to *aura of doom*.

  Aura of doom functions as *aura of dread*, except that a susceptible creature which fails its save must flee from the thanemage for 10 rounds (and without moving any closer to the thanemage). The creature also takes a –2 penalty on attack rolls, ability and skill checks, and saving throws for 10 rounds. If unable to flee (including immediately after saving), an affected creature cowers unless attacked by the thanemage or his allies.

  This ability is the equivalent of a 3rd-level spell.

- **Spiritbolt (Su):** To select this ability, the thanemage must have previously selected spiritstrike. This ability replaces the thanemage's spiritstrike ability. If the thanemage has gained any additional uses of spiritstrike, those additional uses apple to spiritbolt.

  Spiritbolt functions as spiritstrike, except that the surge of supernatural power deals 2d6 points of damage and can be delivered from a distance. The spiritbolt can be hurled up to 30 feet as a ranged touch attack, or can be delivered in conjunction with a ranged weapon attack (but not in conjunction with any spell). If used in conjunction with a ranged attack, the attack has the same range increment as the weapon used but ignores any range penalties at distances of 30 feet or less. If used in conjunction with a melee weapon attack, the spiritbolt deals an additional 2d6 points of damage, and deals the same additional critical damage as spiritstrike.

- **Spiritshield (Su):** To select this ability, the thanemage must have previously selected spiritshield. This ability replaces the thanemage's lesser spiritshield ability, and affects the same type of creature chosen for the lesser spiritshield. If the thanemage has gained any additional uses of lesser spiritshield, those additional uses apply to spiritshield.

  Spiritshield functions as lesser spiritshield, except the effect extends in a 10-foot-radius emanation centered on the thanemage, granting him and all allies within the area of effect a deflection bonus to Armor Class equal to the thanemage's Wisdom modifier (minimum +1), and a resistance bonus of the same value to saving throws against spells and special abilities used by creatures of the chosen type.

Uncanny Dodge (Ex)

Starting at 7th level, the thanemage retains his Dexterity bonus to Armor Class (if any) even if caught flat-footed or struck by an invisible attacker (though he still loses his Dexterity bonus to Armor Class if immobilized.) If a character already has uncanny dodge from a second class (such as barbarian or rogue), he automatically gains improved uncanny dodge instead (see following).

Adept Ability

At 10th level, the thanemage can choose one of the following abilities (all of which replace previously chosen prerequisite abilities, as indicated), or an ability from the apprentice or initiate ability lists (so long as the thane mage has the appropriate ability prerequisite). If the thanemage chooses an apprentice or initiate ability he already has, he gains three extra uses of that ability per day.

- ***Scourging Aura (Sp)*:** To select this ability, the thanemage must have previously selected *aura of dread* and *aura of doom*. This ability replaces the thanemage's *aura of doom* ability, and affects the same type of creature originally chosen for *aura of dread*. If the thanemage has gained any additional uses of *aura of doom*, those additional uses apply to *scourging aura*.

  Scourging aura functions as *aura of doom*, except that in addition to having to flee the area of effect, the emanation deals Charisma damage equal to 1d6 + the thanemage's Intelligence modifier. This ability is the equivalent of a 5th-level spell.

- **Spiritlash (Su):** To select this ability, the thanemage must have previously selected spiritstrike and spiritbolt. This ability replaces the thanemage's spiritbolt ability. If the thanemage gained any extra uses of spiritbolt, those extra uses apply to spiritlash.

  Spiritlash functions as spiritbolt, except that a bolt hurled as ranged touch attack has a range of 60 feet, and when used in conjunction with a ranged weapon attack, the attack ignores any range penalties at distances of 60 feet or less. As well, whenever a spiritlash attack hits, the lash attaches itself to the target creature, literally binding itself to the creature's essence. The lash remains attached for 1 round + a number of rounds equal to the thanemage's Charisma bonus (if any), and each round the lash remains attached, it makes normal melee attacks (no matter how the thanemage first attacked with the lash) using the thanemage's base attack bonus (which might allow it multiple attacks). The thanemage's Strength modifier does not apply to the lash's attack or damage rolls, but when attacking on its own, the lash can deal critical hits as spiritstrike.

- **Spiritfield (Su):** To select this ability, the thanemage must have previously selected lesser spiritshield and spiritshield. This ability replaces the thanemage's spiritshield ability, and affects the same type of creature originally chosen for lesser spiritshield. If the thanemage has gained any additional uses of spiritshield, those additional uses apply to spiritfield.

  Spiritfield functions as spiritshield, except the field disrupts and confuses the senses of susceptible creatures within its area of effect, with such creatures suffering a 25% miss chance on any attack they make against the thanemage or any of his allies also within the area.

Improved Evasion (Ex)

At 13th level, a thanemage's evasion ability improves so that in addition to taking no damage on a successful Reflex save against spells such as *fireball* or a breath weapon, he now takes only half damage on a failed save. A helpless thanemage (such as one who is unconscious or paralyzed) does not gain the benefit of improved evasion.

Master Ability

At 15th level, the thanemage can choose one of the following abilities (all of which replace previously chosen prerequisite abilities, as indicated), or an ability from the apprentice, initiate, or adept ability lists (so long as the thane mage has the appropriate ability prerequisite). If the thanemage chooses an apprentice, initiate, or adept ability he already has, he gains three extra uses of that ability per day.

- ***Expelling Aura* (*Sp*):** To select this ability, the thanemage must have previously selected *aura of dread*, *aura of doom*, and *scourging aura*. This ability replaces the thanemage's *scourging aura* ability, and affects the same type of creature originally chosen for *aura of dread*. If the thanemage has gained any additional uses of *scourging aura*, those additional uses apply to *expelling aura*.

  Expelling aura functions as *scourging aura*, except susceptible creatures within the area of effect failing their saving throws are hurled bodily out of the emanation, traveling directly away from the thanemage to the closest edge of the area of effect. Expelled creatures take 1d6 points of damage per 10 feet hurled, and must then flee from the thanemage as per the effects of *scourging aura*. If unable to be ejected (because blocked by a solid object, for example) or to flee (including immediately after saving), an affected creature cowers unless attacked by the thanemage or his allies.

  This ability is the equivalent of an 8th-level spell.

- **Spiritbind (Su):** To select this ability, the thanemage must have previously selected spiritstrike, spiritbolt, and spiritlash. This ability replaces the thanemage's spiritlash ability. If the thanemage gained any extra uses of spiritlash, those extra uses apply to spiritbind.

  Spiritbind functions as spiritlash, except that the surge of supernatural power does 2d8 points of damage and creatures struck by spiritbind are entangled for the duration of the attack.

- **Spiritbarrier (Su):** To select this ability, the thanemage must have previously selected lesser spiritshield, spiritshield, and spiritfield. This ability replaces the thanemage's spiritfield ability, and affects the same type of creature originally chosen for lesser spiritshield. If the thanemage has gained any additional uses of spiritfield, those additional uses apply to spiritbarrier.

  This ability functions exactly as spiritfield, except if a susceptible creature actually hits the thanemage or any of his allies with a melee attack within the area of effect, that creature takes 2d8 points of damage from the field's supernatural energy.

Improved Uncanny Dodge (Ex)

At 16th level, the thanemage can no longer be flanked, and can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies a rogue the ability to sneak attack a scout by flanking him, unless the attacker has at least four more rogue levels than the thanemage has class levels.

If a character already has uncanny dodge from a second class (such as barbarian), the levels from both classes stack to determine the minimum level a rogue must be to flank the character.

Grand Master Ability

At 20th level, the thanemage can choose one of the following abilities (all of which replace previously chosen prerequisite abilities, as indicated), or an ability from the apprentice, initiate, or adept ability lists (so long as the thane mage has the appropriate ability prerequisite). If the thanemage chooses an apprentice, initiate, adept, or master ability he already has, he gains three extra uses of that ability per day.

- ***Devastating Aura (Sp):*** To select this ability, the thanemage must have previously selected *aura of dread*, *aura of doom*, *scourging aura,* and *expelling aura.* This ability replaces the thanemage's *expelling aura* ability, and affects the same type of creature originally chosen for *aura of dread*.

  Devastating aura functions as *expelling aura*, except susceptible creatures within the area of effect that fail their saving throws are utterly destroyed, consumed by heatless arcane fire.

  This ability is the equivalent of a 9th-level spell.

- **Greater Spiritbind (Su):** To select this ability, the thanemage must have previously selected spiritstrike, spiritbolt, spiritlash, and spiritbind. This ability replaces the thanemage's spiritbind ability. If the thanemage gained any extra uses of spiritbind, those extra uses apply to greater spiritbind.

  Greater spiritbind functions as spiritbind, except the surge of supernatural power does 3d6 points of damage, a bolt hurled as ranged touch attack has a range of 90 feet, and when used in conjunction with a ranged weapon attack, the attack ignores any range penalties at distances of 90 feet or less. As well, creatures struck by greater spiritbind are pinned unless they make a Reflex save (DC 10 + 1/2 the thanemage's level + the thanemage's Charisma modifier). A creature can attempt a save each turn in which it's pinned, but is still entangled if it succeeds. Breaking the pin is a standard action (see **Chapter Eight: Combat** in the *PHB*).

- **Greater Spiritbarrier (Su):** To select this ability, the thanemage must have previously selected lesser spiritshield, spiritshield, spiritfield, and greater spiritbarrier. This ability replaces the thanemage's spiritbarrier ability, and affects the same type of creature originally chosen for lesser spiritshield. If the thanemage has gained any additional uses of spiritbarrier, those additional uses apply to greater spiritbarrier.

  Greater spiritbarrier functions as spiritbarrier, except susceptible creatures within the area of effect suffer a 50% miss chance on any attack they make against the thanemage or any of his allies also within the area. As well, if a susceptible creature actually hits the thanemage or any of his allies with a melee attack within the area of effect, that creature takes 3d6 points of damage from the field's supernatural energy.

- Warpriest -

Nearly every mortal who goes to war does so believing the gods (or at least some gods) are on their side. Such beliefs aren't always vain, though, for gods often do become involved in mortal conflicts of all kinds, and where they do, warpriests are their weapons.

Seeking out conflict in all its many forms, warpriests often serve as staunch defenders of the faith and aggressive crusaders, and though they most often lead troops in battle or guard holy places, they can also serve as healers, diplomats, and even spies.

Adventures

Warpriests confront their gods' enemies head-on whenever possible, winning glory for their deities (and not incidentally for themselves). Warpriests who are part of a church may undertake missions for their superiors from time to time just as clerics do, but whether on a sanctioned quest or seeking adventure for its own sake, any victory, however small, is the warpriest's meat and drink.

Characteristics

Warpriests combine martial skills with divine magic, not only casting spells and having power over undead, but gaining additional powers that enhance their combat abilities.

Warpriests can wield simple and martial weapons, and can use medium armor and most shields. They excel at skills involving interaction with other creatures.

Alignment

Reflecting the gods they serve, warpriests can be of any alignment, though as war tends to breed chaos, chaotic warpriests prove slightly more numerous than lawful or neutral warpriests. A warpriest is usually the same alignment as her deity, though some warpriests can be one step away from their respective deities, just as some clerics are.

Religion

Warpriests can dedicate themselves to any deity, but gods of war, conquest, or protection are most common among them. As with some clerics, it's possible for a warpriest to have no deity at all, instead dedicating herself to the tenets of a particular alignment or to the worship of conflict itself as a source of divine power.

Background

Warpriests usually begin their careers as young adults, just as they enter their physical prime, with apprentices often serving as assistants to a military commander or senior warpriest. At the same time, some warpriests take up their vocation relatively late in life, often in response to some threat to themselves or something they cherish. Though many begin as chaplains for military units or as temple guards, many warpriests develop a taste for crusading and the adventurer's life.

Races

Organized warfare usually goes hand in hand with civilization, and warpriests can be found among all the civilized races. Humans and dwarves most often feel the drive to fight in service to a cause, but the fierce half-orcs often find the role of the warpriest appealing.

Other Classes

Warpriests get along best with the martial classes, especially fighters and rangers. Clerics or paladins of the same faith will often be looked upon as allies, but warpriests are apt to regard evangelists (even those of the same faith) as windbags. Warpriests regard other warpriests of the same faith as natural allies, but those of other faiths are often seen as natural rivals to be carefully watched or soundly defeated as necessary. Warpriests tend to view wizards and sorcerers as useful tools for tipping the balance of victory, and while they respect rogues and bards for their flexibility, they usually can't help thinking of them as dishonorable cowards.

Role

Warpriests serve as well as front line combatants as they do as party support, especially in battles where their divine deflection powers can be brought to bear. Their spells contain a good mix of effects that will enhance a party's fighting abilities and those that will heal allies or harm foes directly.

Game Rule Information

Warpriests have the following game statistics.

Abilities: Wisdom determines a warpriest's spellcasting ability, and as a fighting character, a warpriest benefits from high Strength, Constitution, and Dexterity scores. Charisma affects the warpriest's ability to turn or rebuke undead.

Alignment: A warpriest's alignment must normally be within one step of her deity's (that is, it may be one step away on either the lawful–chaotic axis or the good–evil axis, but not both). A warpriest may not be neutral unless her deity's alignment is also neutral.

Hit Die: d10.

Class Skills

The warpriest's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Ride (Dex), and Spellcraft (Int). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4.
Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the warpriest.

Weapon and Armor Proficiency

A warpriest is proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields).

Aura (Ex)

A warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to that deity's alignment (see the *detect evil* spell description in the *PHB* for details). A warpriest who doesn't serve a deity has an aura which corresponds to her own alignment. A neutral warpriest (or a warpriest of a neutral deity) has a good aura if she chooses to heal wounds with her divine power ability, or an evil aura if she chooses to inflict wounds with her divine power ability.

Divine Power (Su)

As a free action, once per day, a warpriest can call on the power of her faith and surround herself with an aura of positive or negative energy. A good warpriest (or a neutral warpriest who worships a good deity) wields positive energy, while evil warpriests (and neutral warpriests who worship evil deities) use negative energy. Neutral warpriests of neutral deities can do one or the other (player's choice), but once that choice is made, it cannot be reversed.

Table 3-7: The Warpriest

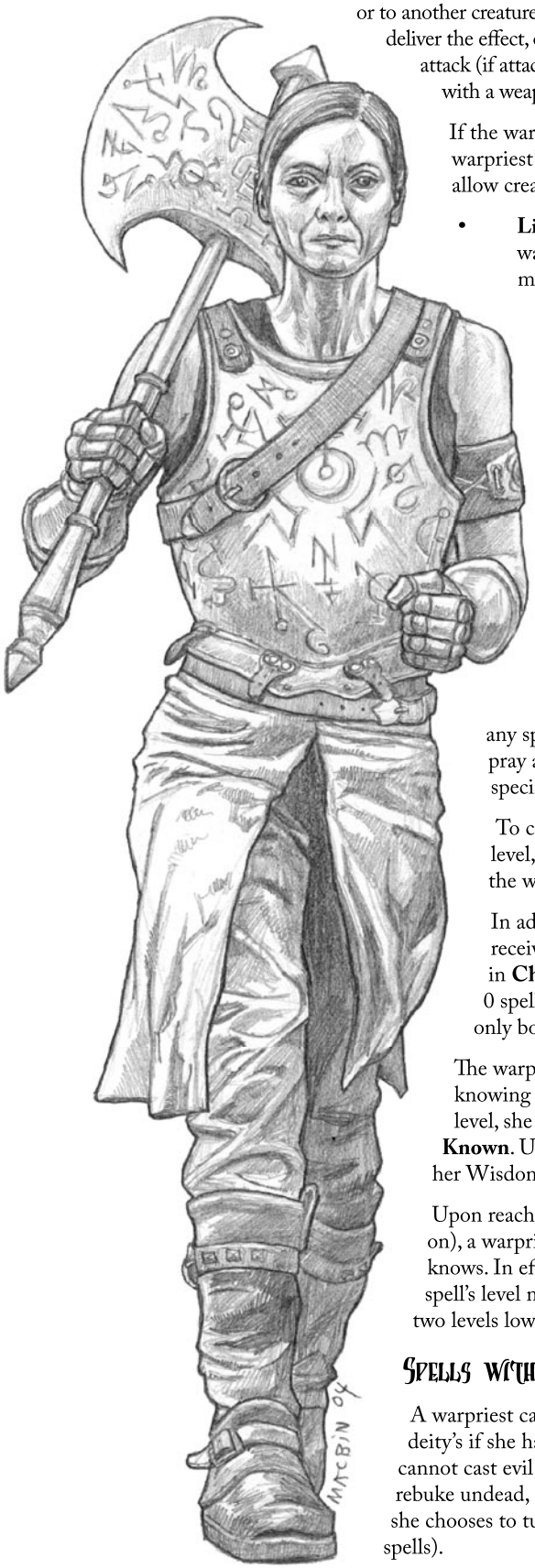
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0	1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Aura, divine power (minor) 1/day	2	0	—	—	—	—	—
2nd	+1	+3	+0	+3	Divine deflection +1	4	1	—	—	—	—	—
3rd	+2	+3	+1	+3	—	4	2	0	—	—	—	—
4th	+3	+4	+1	+4	—	4	3	1	—	—	—	—
5th	+3	+4	+1	+4	Divine deflection +2, divine power (light) 2/day	4	4	2	—	—	—	—
6th	+4	+5	+2	+5	—	4	4	3	0	—	—	—
7th	+5	+5	+2	+5	Turn/rebuke undead	4	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Divine deflection +3	4	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Divine power (moderate) 3/day	4	4	4	3	0	—	—
10th	+7/+2	+7	+3	+7	Weapon Specialization	4	4	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Divine deflection +4	4	4	4	4	2	—	—
12th	+9/+4	+8	+4	+8	—	4	4	4	4	3	0	—
13th	+9/+4	+8	+4	+8	Divine power (serious) 4/day	4	4	4	4	3	1	—
14th	+10/+5	+9	+4	+9	Divine deflection +5	5	4	4	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	—	5	5	4	4	4	3	0
16th	+12/+7/+2	+10	+5	+10	—	5	5	5	4	4	3	1
17th	+12/+7/+2	+10	+5	+10	Divine deflection +6, divine power (critical) 5/day	5	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	—	5	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	—	5	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Divine deflection +7	5	5	5	5	5	5	5

The warpriest's divine power lasts for 1 round, with the effects noted below.

- **Minor Healing:** If the warpriest channels positive energy, allies can use a standard action to touch her and heal damage equal to the warpriest's Charisma modifier + 1 (minimum 1 point). If the warpriest is unwilling to heal the ally for any reason, the ally must make a melee touch attack against the warpriest to be successfully healed.

While the aura lasts, the warpriest can also use a standard action to impart the same healing effect to herself or to another creature. If the recipient is unwilling, the warpriest must make a melee touch attack to deliver the effect, or can combine the touch with an unarmed attack or with a natural weapon attack (if attacking creatures such as undead who are damaged by healing energy), but not with a weapon attack or a spell.

If the warpriest channels negative energy, this ability deals damage equal to the warpriest's Charisma bonus (if any) +1, with the warpriest able to deal that damage or allow creatures healed by negative energy (such as undead) to touch her as above.



- **Light Healing:** This ability functions as minor healing, except that the warpriest heals or inflicts 1d8 points of damage plus her positive Charisma modifier.
- **Moderate Healing:** As minor healing, except that the warpriest heals or inflicts 2d8 points of damage plus twice her Charisma bonus (if any).
- **Serious Healing:** As minor healing, except that the warpriest heals or inflicts 3d8 points of damage plus twice her positive Charisma bonus (if any).
- **Critical Healing:** As minor healing, except that the warpriest heals or inflicts 4d8 points of damage plus twice her positive Charisma bonus (if any).

Spells

A warpriest casts divine spells from the warpriest spell list (see page 110), though a warpriest's alignment might restrict her from casting certain spells (see **Spells with Alignment** descriptors). A warpriest can cast any spell she knows without needing to prepare it beforehand, though she must pray and meditate for 15 minutes at the start of each day (or some other time as specified by her deity) to gain spellcasting ability for the day.

To cast a spell, a warpriest must have a Wisdom score of at least 10 + the spell level, and saving throws against a warpriest's spells have a DC of 10 + spell level + the warpriest's Wisdom modifier.

In addition to the base daily spell allotment given in **Table 3–7**, an warpriest receives bonus spells each day based on Wisdom (see **Abilities and Spellcasters** in **Chapter One** of the *PHB*). When **Table 3–6** indicates that the warpriest gets 0 spells per day of a given level (such as 0 1st-level spells at 1st level), she gains only bonus spells for that level.

The warpriest's selection of spells is extremely limited. A warpriest begins play knowing five 0-level spells (also called orisons) of your choice. At each new warpriest level, she gains one or more new spells, as indicated on **Table 3–8: Warpriest Spells Known**. Unlike spells per day, the number of spells a warpriest knows is not affected by her Wisdom score; the numbers on **Table 3–8** are fixed.

Upon reaching 5th level and at every third warpriest level after that (8th, 11th, and so on), a warpriest can choose to learn a single new spell in place of one spell she already knows. In effect, the warpriest loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level spell the warpriest can cast.

Spells with Alignment Descriptors

A warpriest can't cast spells with an alignment descriptor opposed to her own (or her deity's if she has one), so that a good warpriest (or a neutral warpriest of a good deity) cannot cast evil spells, for example. At 3rd level, when a warpriest gains the ability to turn or rebuke undead, a neutral warpriest is restricted from casting certain spells based on whether she chooses to turn undead (cannot cast evil spells) or rebuke undead (cannot cast good spells).

Extra Turning

Like any character able to turn or rebuke undead, a warpriest of 7th level or higher may take the Extra Turning feat, allowing her to turn undead four more times per day than normal. A warpriest can take this feat multiple times, gaining four extra daily turning attempts each time.

Divine Deflection (Su)

Starting at 2nd level, the warpriest receives a deflection bonus to Armor Class when using her divine power ability so long as she doesn't wear heavy armor or use a tower shield. If the warpriest channels positive energy, the defection bonus applies only to attacks from evil creatures. If the warpriest channels negative energy, the defection bonus applies only to attacks from good creatures. This bonus increases by +1 for every three levels attained in this class (+2 at 5th, +3 at 8th, +4 at 11th, +5 at 14th, +6 at 17th, and finally +7 at 20th).

Turn or Rebuke Undead (Su)

When a warpriest reaches 7th level, she gains the ability to turn or rebuke undead, usable a number of times per day equal to 3 + her Charisma modifier. She turns undead as a cleric of six levels lower would (see **Turn or Rebuke Undead** in **Chapter Eight: Combat** of the *PHB*).

A good warpriest (or a neutral warpriest who worships a good deity) has the supernatural ability to turn undead. An evil warpriest (or a neutral warpriest who worships evil deities) can rebuke such creatures. A neutral warpriest of a neutral deity (or without a deity) must turn undead if she chose to cure wounds with her divine power at 1st level, and must rebuke undead if she chose to inflict wounds.

Weapon Specialization

At 10th level, the warpriest gains Weapon Specialization as a bonus feat, but only in her deity's favored weapon. The warpriest need not have Weapon Focus in this weapon to gain this feat, though if she does, she may select Greater Weapon Focus and Greater Weapon Specialization when she meets the prerequisites for these feats. If the warpriest already has Weapon Specialization in her deity's weapon, say through multiclassing into the fighter or psychic warrior classes, the warpriest may select any other feat instead, though she must meet the prerequisites as normal for this substitution feat.

Table 3-8: Warpriest Spells Known

	Spells Known						
Level	**0**	**1st**	**2nd**	**3rd**	**4th**	**5th**	**6th**
1st	5	3*	—	—	—	—	—
2nd	5	4	—	—	—	—	—
3rd	7	5	3*	—	—	—	—
4th	7	6	4	—	—	—	—
5th	7	6	5	—	—	—	—
6th	7	7	5	3*	—	—	—
7th	7	7	6	4	—	—	—
8th	7	7	6	5	—	—	—
9th	8	7	6	6	3*	—	—
10th	8	7	6	6	4	—	—
11th	8	7	7	6	4	—	—
12th	8	8	7	6	5	3*	—
13th	8	8	7	6	6	4	—
14th	8	8	7	6	6	5	—
15th	8	8	7	7	6	6	3*
16th	8	8	7	7	7	6	4
17th	8	8	8	7	7	6	5
18th	8	8	8	8	7	7	6
19th	8	8	8	8	8	7	7
20th	8	8	8	8	8	8	8

*Provided the warpriest has sufficient Wisdom to have bonus spells of this level.

- Epic-Level Characters -

Regardless of the method used to attain 21st level, once a character reaches that point he or she is considered an epic character. Epic characters—those characters whose character level is 21st or higher—are handled slightly differently than nonepic characters. While they continue to gain most of the customary benefits of gaining levels, some benefits are replaced by alternative gains.

Despite the twenty-level limit indicated in the class descriptions for the new classes, a class can be advanced beyond 20th level by using these rules. A ten-level prestige class beyond can also be advanced beyond 10th level, but only if the character level of the advancing character is already 20th or higher. A class with fewer than ten levels cannot be advanced beyond the maximum described for that class, regardless of the character level of the advancing character.

All of the classes presented in this volume can advance beyond 20th level, just like any other base class. Furthermore, the new classes abide by all the standard rules for advancing characters beyond 20th level. For full details on epic level progression, see **Chapter Six: Characters** in the *DMG* or the *ELH*.

Epic Eldritch Weaver

The epic eldritch weaver unlocks the true nature and inner workings of magic. Attaining mastery over many different threads gives this spellcaster unprecedented insight and ability to tap even higher powers, transcendingthat held by some of the mightiest sorcerers and wizards. As the epic eldritch weaver attains the heights of his crafts, he ventures into uncharted territory, bending the rules of magic to suit his own purposes.

Hit Die: d4.
Skill Points at Each Additional Level: 4 + Int modifier.
Spells: The eldritch weaver's caster level is equal to her class level. The eldritch weaver's number of spells per day does not increase after 20th level. Each time the eldritch weaver attains a new level, she learns two new spells of any level

or levels that she can cast (according to her new level) from one of her chosen threads.

Threads: If the eldritch weaver's Intelligence score permanently increases, she may continue add additional threads to those she follows as normal.

Familiar: The epic eldritch weaver's familiar continues to increase in power. Every two levels higher than 20th the familiar's natural armor bonus and Intelligence each increase by +1. The familiar's spell resistance is equal to the master's level + 5. At 21st level and again every ten levels higher than 21st, the familiar gains the benefit of the Familiar Spell epic feat (see **Chapter Six: Characters** in the *DMG* for details) for a spell of its master's choice.

Thread Powers: The eldritch weaver continues to learn minor and major thread powers as she learns spells within her threads.

Eldritch Weaving: The eldritch weaver gains no new eldritch weavings beyond 19th level.

Bonus Feats: The epic eldritch weaver gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

Epic Evangelist

The epic evangelist is an icon of divine favor. Armed with the blessings of their gods, epic evangelists can draw thousands of people to hear them speak. Over time, they draw a following of likeminded believers, and many for their own sects within their chosen faith.

Hit Die: d6.

Skill Points at Each Additional Level: 6 + Int modifier.

***Divine Touch* (*Sp*):** The epic evangelist's divine touch does not improve beyond 20th level.

Spells: The evangelist's caster level is equal to his class level. The evangelist's number of spells per day does not increase after 20th level.

Shake the Infidel (Su): Use one-half the evangelist's level when determining the save DC of this ability, as normal.

Turn Undead (Su): The evangelist turns undead as a cleric of three levels lower, as normal.

Bonus Feats: The epic evangelist gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

Epic Scout

The epic scout is a deadly force on any battlefield. Not so much for her raw off ensive power, though there is something to be said of it in itself, but for her ability to slip behind enemy lines and wreak havoc among her foes.

Hit Die: d6.

Skill Points at Each Additional Level: 6 + Int modifier.

Favored Weapon (Ex): The epic scout gains one additional favored weapon every six levels higher than 19th (25th, 31st, and so on).

Special Ability: The epic scout does not gain additional scout special abilities after 20th level, but can choose a scout special ability (see page 26) instead of a bonus feat.

Bonus Feats: The epic scout gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

Epic Spellmaster

Epic spellmasters are powerful spellcasters, capable of manipulating magic to create an unbelievable range of effects. Even with the extra time it takes to cast, their diverse knowledge of spells allows them to rival nearly any other spellcaster in the land.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The epic spellmaster's caster level is equal to her class level. The spellmaster's number of spells per day does not increase after 20th level. Each time the spellmaster attains a new level, she becomes aware of a number of new spells equal to 1d4 + her Wisdom modifier.

Hold Spell: The epic spellmaster may hold on additional spell per four levels beyond 17th level (6 at 21st, 7 at 25th, 8 at 29th, and so on).

Spell Resistance (Su): The epic spellmaster's spell resistance is equal to 15 + one-half her spellmaster level + her Wisdom modifier.

Bonus Feats: The epic spellmaster gains a bonus feat every four levels higher than 20th (24th, 28th, and so on).

Epic Thanemage

Epic thanemages are the peak of blending martial skills with magic, capable of trading blows with other warriors, or hurling destructive magic energies along with the best sorcerers. Combined with their abilites, epic thanemages are devastating opponents.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The epic thanemage's caster level is equal to his class level. The thanemage's number of spells per day does not increase after 20th level. Each time the thanemage attains a new level, he learns two new spells of any level or levels that he can cast (according to his new level).

Abilities: The thanemage does not gain additional thane special abilities (Apprentice to Grandmaster) after 20th level, but can choose any thanemage special ability (of any level of skill provided he meets the prerequisites) instead of a bonus feat.

Bonus Feats: The epic thanemage gains a bonus feat every four levels higher than 20th (24th, 28th, and so on).

Epic Warpriest

Champions of the gods, the epic warpriest leads crusades on behalf of the truth they espouse. Rivaling clerics in their skills with divine magic, and paladins with their martial skills, the epic warpriest can fill either role with ease.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Divine Power (Su): The epic warpriest gains another use of divine power one additional time per day for every four levels higher than 17th.

Spells: The epic warpriest's caster level is equal to his class level. The warpriest's number of spells per day does not increase after 20th level. The warpriest does not learn additional spells.

Divine Deflection (Su): The epic warpriest's divine deflection continues to improve by +1 for every three levels above 20th (+8 at 23rd, +9 at 26th, and so on).

Turn Undead (Su): The epic warpriest turns undead as a cleric of six levels lower, as normal.

Bonus Feats: The epic warpriest gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

Chapter Four: Skills

The skill descriptions and examples given in **Chapter Four** of the *PHB* assume the user to be a humanoid of Small or Medium size, which is well and good for most player characters and NPCs. But for the GM trying to decide whether the gorgon pursuing the PCs can leap a chasm that the characters have to take the time to circle around, or for a character wondering whether her mount can descend a particularly steep set of stairs, the default assumptions often fall short.

This chapter includes notes on skill use by nonhumanoids and other creatures moving and functioning differently than humanoids do. As well, you'll also find notes on using alignment attributes (see **Chapter Six: Description**) in conjunction with some skills, allowing characters to make an alignment check in order to get a bonus on some skill checks (or on the check made to resist another's use of the skill against them). In other cases, you characters can get a bonus on certain skill checks simply by having the right alignment score, applying the appropriate alignment modifier in the same way that ability modifiers are added to skill checks.

The chapter also includes notes on skills requiring certain minimum ability scores to use (for example, skills involve handling objects should require a Strength score), as well as exploring alternate uses for some skills.

Manipulation-Based Skills

Certain skills (including Craft, Disable Device, Disguise, Forgery, Heal, Open Lock, Perform, Profession, Sleight of Hand, Use Magic Device, and Use Rope) involve an amount of delicate manipulation. As such, creatures without prehensile limbs or without a Strength score cannot fully use these skills without some alternate means of manipulation (such as telekinetic ability). Such creatures can still have ranks in these skills, though, and while unable to use the skills physically can direct or assist others in doing so (so a guardian naga with the appropriate Craft skill could oversee and direct the crafting of good magic items, for example). Such assistance uses the rules for aiding another creature, but granting a bonus on such skill checks has a DC of 15.

Expanded Skill Descriptions

Appraise (Int)

Appraising an item requires a thorough examination and an objective assessment of its condition and qualities. A creature with an Intelligence score lower than 3 lacks the analytical ability to appraise items.

Alignment: A disciplined approach to the task helps with an appraisal. If your Law attribute is 16 or higher, you gain a +1 bonus on Appraise checks if you spend at least 1 round making the appraisal.

Balance (Dex; Armor Check Penalty)

Balance involves moving over any surface where the footing proves unsteady (particularly uneven surfaces) or moving over narrow surfaces where falling is a risk. Creatures with multiple legs usually have an advantage in the former circumstance because their increased footing makes them less susceptible to stumbling or tripping, while humanoids have less trouble in the latter case because their center of balance isn't spread out along a horizontal axis.

Body Types

The general shape of a creature's body often determines how well that creature can use a skill. For the purposes of this chapter, body types include the following:

Amorphous
These creatures, commonly oozes and some aberrations, have mutable form. Most, though limbless, can form pseudopods that serve as appendages.

Aquatic
This category includes water-based creatures that move via tail and fins, including fish, whales, dolphins, and seals. Note not all aquatic creatures have the aquatic body type.

Arthropod
This creature has an exoskeleton and multiple limbs. Most vermin, some aberrations, and some outsiders have this body type.

Avian
These creatures have wings granting them a fly speed.

Humanoid
This category includes bipedal creatures including giants, humanoids, monstrous humanoids, some outsiders, and many undead.

Incorporeal
An incorporeal creature has no physical body, though it typically has the shape of another body type).

Quadruped
These four-legged creatures generally have claws or hooves. Most animals and magical beasts have this body type.

Radial
These creatures have a central body and appendages radiating out from it. Octopi, starfish, and some other primitive sea creatures have this body type, as do some magical beasts and outsiders. Many radial creatures are effectively legless, as their bodies lie flat on the ground.

Snake
This category includes all limbless or nearly limbless creatures with long, thin bodies serve as their primary means of locomotion. Some animals and magical beasts have this body type.

Combination
Any creature that has a body combining two or more types counts as a combination creature. For example, a centaur combines the humanoid and quadruped body types, just as merfolk combine the humanoid and aquatic types. Some aberrations, magical beasts, and monstrous humanoids have this body type. When making a skill check, a creature with the combination body type uses either the most favorable modifier among its combined body types or the least favorable, depending on the skill. For example, a centaur does not take the –4 penalty for having a different body type than the subject when making a Bluff check to feint against a human or quadruped opponent, but does take the quadruped penalty when climbing or balancing in a narrow space. See the information on individual skills for details.

Other
Anything too weird to fit into any of the previous body types, including many aberrations. Most creatures with this body type take a –4 penalty on Bluff checks when feinting any creature except another of its kind.

Alignment Bonuses

If you use the numerical Alignment scores as described in **Chapter Six: Description**, the following bonuses apply.

Alignment Score	Skill Bonuses
If your Chaotic Score is 16…	+1 to Bluff, Craft (first use only), Decipher Script, Disable Device, Forgery (creation only), and Gather Information.
If your Evil Score is 16…	+1 to Intimidate
If your Good Score is 16…	+1 to Diplomacy, Gather Information, and Handle Animal
If your Lawful Score is 16…	+1 to Appraise, Concentration, Craft (after the first use), Decipher Script, Forgery (detection only), and Handle Animal

Larger creatures can often ignore unsteady footing from uneven surfaces simply because low bumps and shallow crevices aren't high or deep enough to bother them. On the other hand, larger creatures take up more space and have correspondingly more trouble moving along narrow surfaces in the same way that smaller creatures can move with ease along narrow surfaces where humans and larger creatures must tread carefully. A creature's feet can also affect Balance checks, with claws or pads providing a good grip on rough or slippery surfaces that can make hooves skitter and slide.

The following sections show specific kinds of Balance tasks and give modifiers for creatures with different body types.

Narrow Surfaces: The larger the creature, the more difficulty it has balancing on a narrow surface, whereas smaller creatures treat many narrow surfaces just like normal terrain.

Narrow Surface DCs

Narrow Surface	Balance DC[1]
Colossal Creature	
30–36 inches wide[2]	10
24–30 inches wide	15
18–24 inches wide	20
12–18 inches wide	25
7–12 inches wide	30
Less than 6 inches wide	40
Gargantuan Creature	
24–30 inches wide[2]	10
18–24 inches wide	15
12–18 inches wide	20
7–12 inches wide	25
2–6 inches wide	30
Less than 2 inches wide	40
Huge Creature	
18–24 inches wide[2]	10
12–18 inches wide	15
7–12 inches wide	20
2–6 inches wide	25
1–2 inches wide	30
Less than 1 inch wide	40
Large Creature	
12–18 inches wide[2]	10
7–12 inches wide	15
2–6 inches wide	20
1–2 inches wide	25
1/4–1 inch wide	30
Less than 1/4 inch wide	40
Small/Medium Creature	
7–12 inches wide[2]	10
2–6 inches wide	15
1–2 inches wide	20
1/4–1 inches wide	25
1/16–1/4inch wide	30
Less than 1/16 inch wide	40

Narrow Surface DCs (cont'd)

Narrow Surface	Balance DC[1]
Tiny Creature	
2–4 inches wide[2]	10
1–2 inches wide	15
1/4–1 inch wide	20
1/16–1/4 inch wide	25
Less than 1/16 inch wide	30
Diminutive Creature	
1–2 inches wide[2]	10
1/4–1 inches wide	15
1/16–1/4 inch wide	20
Less than 1/16 inch wide	25
Fine Creature	
1/4–1 inch wide[2]	10
1/16–1/4 inch wide	15
Less than 1/16 inch wide	20

[1] Subject to the modifiers shown on the **Narrow Surface DC Modifiers** table.

[2] A surface wider than this is not "narrow" for a creature of the listed size.

Narrow Surface DC Modifiers

Surface Condition Modifiers

Surface Condition	DC Modifier
Lightly obstructed[1]	+2
Severely obstructed[2]	+5
Lightly slippery[3]	+2

Surface Condition Modifiers (cont'd)

Surface Condition	DC Modifier
Severely slippery[4]	+5
Sloped or angled[5]	+2

Body Type Modifiers

Creature's Body Type	DC Modifier
Aquatic	+0
Arthropod	–5
Avian	+0
Humanoid	+0
Quadruped (Medium or larger)	+5
Quadruped (Small or smaller)	+0
Radial	–5
Snake	–10
Combination	Varies[6]
Other	+0
Hooves (hard surface[7])	+2
Hooves (slippery surfaces)	+5

[1] Covered with loose gravel, light rubble, or other small debris.
[2] Covered with dense rubble or other heavy debris.
[3] Smooth and wet or snow covered.
[4] Ice or other slick covering.
[5] Slope of up to 60 degrees. Steeper slopes require a Climb check.
[6] Use the least favorable modifier for the combined types. For example, a centaur takes at least a +5 DC modifier because it is a Large humanoid quadruped.
[7] Dense and unyielding surface, such as solid stone.

Difficult Surfaces: The surfaces listed below pose extra difficulty for creatures of Large size or smaller. Creatures of at least Huge size ignore all these conditions except sloped or angled floors, which give creatures of any size a problem.

Difficult Surface DCs

Surface	Balance DC[1]
Uneven flagstone[2]	10
Hewn stone floor[3]	10
Sloped or angled floor[4]	10

[1] Subject to the modifiers shown on the next table, and only if running or charging. Failure by 4 or less means the creature can't run or charge, but may otherwise act normally. Huge or larger creatures can run or charge over these surfaces without making Balance checks.
[2] A floor made from flat stones or flagstones fitted together.
[3] A floor chiseled from solid stone, or a floor covered with fairly fine debris.
[4] Slope of up to 60 degrees. Steeper slopes require a Climb check.

Difficult Surface DC Modifiers

Surface Condition Modifiers

Surface Condition	DC Modifier
Lightly obstructed[1]	+2
Severely obstructed[2]	+5
Lightly slippery[3]	+2
Severely slippery[4]	+5
Sloped or angled[5]	+2

Body Type Modifiers

Creature's Body Type	DC Modifier
Aquatic	+0
Arthropod	–5
Avian	+0
Humanoid	+0
Quadruped (any size)	–5
Radial	–5
Snake	–10
Combination	Varies[6]
Other	+0
Hooves (hard surface[7])	+2
Hooves (slippery surfaces)	+5

[1] Covered with loose gravel, light rubble, or denser debris than that found on a hewn floor.
[2] Covered with dense rubble or other heavy debris.
[3] Smooth and wet or snow covered.
[4] Ice or other slick covering.
[5] Slope of up to 60 degrees. Steeper slopes require a Climb check.
[6] Use the most favorable modifier for the combined types.
[7] A dense and unyielding surface, such as solid stone.

Bluff (Cha)

Bluffing requires both the ability to stretch the truth and to freely improvise so as to make the bluff best suit any particular situation. While creatures with Intelligence scores lower than 3 can use the Bluff skill to feint in combat (relying on instinct rather than intellect), they lack the creative insight to effectively deceive.

Alignment: A chaotic character's flexibility and freedom from self-doubt makes bluffing easier. If your Chaos attribute is 16 or higher, you gain a +1 bonus on any Bluff check you make.

A creature that makes a successful alignment check gets a bonus on the Sense Motive check to resist certain Bluff attempts (see **Situational Alignment Checks** on page 62).

Feinting: When you attempt to feint in combat, you take a –4 penalty on your Bluff check against an opponent with both a different creature type and body type. For example, a humanoid feinting against a wraith (an undead of the incorporeal amorphous body type) would take a –4 penalty on his Bluff check, but the same humanoid feinting against a zombie (an undead of the humanoid body type) would take no penalty. A creature with a combination body type avoids the –4 penalty on its Bluff check when feinting against other creatures of its kind or against creatures that have any of its combined body types.

New Use: You can make a Bluff check to use body language and pantomime to communicate nonverbally with a creature with which you do not share a common language. To do so, both you and the subject must have Intelligence scores of 3 or higher and must both be able to see each other.

To get information across to another creature, make a DC15 Bluff check for simple messages or a DC 20 check for complex messages, especially those relying on getting across information the target creature doesn't already know. Failure by 4 or less means you can't get the message across. Failure by 5 or more means that some false information has been implied or inferred. You can select a group of creatures (all of which must be able to see you) to communicate with instead of a single creature, but you take a –4 penalty on your Bluff check to do so. If any subject of the attempt has a different body type than yours, you take a –4 penalty on

your Bluff check, which stacks with the penalty for attempting to communicate with a group.

A creature other than your subject can make a Sense Motive check to intercept your message if it sees you, but it takes the same –4 penalty to its check if it has a body type different than yours.

Climb (Str; Armor Check Penalty)

Creatures that lack claws or grasping appendages generally make poor climbers, and are able to climb slopes (surfaces with angles of less than 90 degrees but more than 60 degrees) but not walls (perpendicular surfaces), overhangs, or ceilings. Note that hoofed animals (such as mountain sheep and goats) generally make their way around their alpine habitats by jumping rather than climbing.

Climb Modifiers by Body Type

Body Type	Climb Check Modifier[1]
Amorphous	+5
Aquatic	–5
Arthropod	+5
Avian	+0
Humanoid	+0
Quadruped (clawed feet)	+5
Quadruped (hooves)	–5
Radial	+0
Snake	+5[2]
Combination	Varies[3]
Other	+0

[1] Does not stack with racial Climb bonuses or any bonus for having a climb speed.

[2] Provided that the creature can grip the surface it climbs, usually by wrapping its body around it. If not, it takes a –5 penalty.

[3] Use the lowest modifier for the combined types. For example, a centaur has a –5 penalty to Climb checks for being a humanoid quadruped (hooves).

Concentration (Con)

Creatures that lack Constitution scores (such as constructs and undead) use their Charisma modifiers to make Concentration checks.

Alignment: Self-discipline improves concentration. If your Law attribute is 16 or higher, you gain a +1 bonus on any Concentration check you make.

Craft (Int)

In general, crafting an object requires the ability to manipulate tools and materials (see **Manipulation-Based Skills**). As well, creatures with Intelligence scores lower than 3 lack the cognitive ability to have ranks in a Craft skill, and though many such creatures are capable of constructing nests or even simple tools, such ability is hereditary and limited to a number of tasks.

Alignment: A free-thinking and creative approach helps in the crafting of unique items, and if your Chaos attribute is 16 or higher, you gain a +1 bonus on Craft checks to create items of a type you've never created before, provided you first spend at least one day planning the project. On the other hand, a methodical, disciplined approach helps in constructing items from a template with which you're familiar, and if your Law attribute is 16 or higher, you gain a +1 bonus on Craft checks when constructing any type of item you've constructed before.

Decipher Script (Int; Trained Only)

A creature can't decipher writing in an unfamiliar language or a message written in an incomplete or archaic form unless it can speak at least one language itself, and that requires an Intelligence score of 3 or higher. Illiterate creatures find deciphering any alphabetic or abstract writing nearly impossible, but can use this skill to decipher pictographic writing (though at a –5 penalty on all checks).

Alignment: Either a disciplined approach to the task or a high degree of instinct and intuition helps with deciphering a message. If your Law or Chaos attribute is 16 or higher, you gain a +1

Disguise Modifiers by Body Type

Disguised Creature's Body Type	Disguised Body Type and Penalty									
	Amorphous	Aquatic	Arthropod	Avian	Humanoid	Quadruped	Radial	Snake	Combination	Other
Amorphous	–4	–8	–8	–8	–10	–8	–8	–8	Varies*	–8
Aquatic	–15	–4	–8	–8	–8	–8	–8	–6	Varies*	–8
Arthropod	–8	–8	–4	–10	–10	–8	–8	–6	Varies*	–8
Avian	–15	–8	–8	–4	–6	–8	–8	–8	Varies*	–8
Humanoid	–15	–8	–8	–6	–4	–6	–8	–10	Varies*	–8
Quadruped	–15	–8	–6	–8	–10	–4	–8	–8	Varies*	–8
Radial	–15	–8	–8	–8	–12	–8	–4	–10	Varies*	–8
Snake	–15	–6	–6	–8	–10	–8	–6	–4	Varies*	–8
Combination	–15	Varies*	Varies*	Varies*	Varies*	Varies*	Varies*	Varies*	Varies*	–8
Other	–15	–8	–8	–8	–8	–8	–8	–8	Varies*	–8

* When disguising a combination form or adopting a combination disguise, check the entry for each element of the combination form and use the lowest modifier, then increase the penalty by 2. For example a centaur is a humanoid quadruped, so if disguising a centaur as a horse (a quadruped form), the penalty on the Disguise check is –6 (–4 plus –2 for the combination form).

bonus on Decipher Script checks if you spend at least 1 round deciphering the message.

Diplomacy (Cha)

To use the Diplomacy skill, both you and your subject must be able to speak a common language or be able to establish communication through some magical means (such as telepathy or a *tongues* spell). As creatures with Intelligence scores of lower than 3 don't use language, such creatures can't be influenced with a Diplomacy check without magical aid or a wild empathy check in the case of animals.

If the subject has an Intelligence score of 3 or higher but you don't share a common language, you can use gestures to communicate (see the previous entry on the Bluff skill), but you take a –5 penalty on your Diplomacy check once communication has been successfully established.

Alignment: The best diplomats establish an empathic rapport with their subjects, not only considering but also feeling the subject's point of view. If your Good attribute is 16 or higher, you gain a +1 bonus on Diplomacy checks.

A creature that makes a successful alignment check can increase the DC required to change its attitude (see **Situational Alignment Checks** on page 62).

Disable Device (Int; Trained Only)

Disable Device checks normally require the ability to handle tools and carefully manipulate the device in question (see **Manipulation-Based Skills**). As well, creatures with Intelligence scores lower than 3 lack the cognitive ability to disable a device, though such creatures can always attempt to break devices by the exertion of simple force (a Strength check against the device's break DC).

Alignment: A knack for coping with the unexpected and for sowing disorder helps with Disable Device. If your Chaos attribute is 16 or higher, you gain a +1 bonus on Disable Device checks provided you spend the maximum time required for the check (see the table in the Disable Device skill description in the *PHB*).

Disguise (Cha)

In general, a Disguise check requires the ability to manipulate objects and materials (see **Manipulation-Based Skills**) unless being used by creatures with natural shape-changing ability or under the effects of magic (such as a *polymorph* spell).

While you can attempt to disguise yourself as any sort of creature within 10 percent of your height and weight, the Disguise skill works best when you try to masquerade as a creature with the same body type. If you attempt to disguise yourself as another kind of creature altogether, you take a penalty based on the difference in body type.

Body type penalties don't apply if you use a magical effect (such as a *polymorph* spell) to assume a different body type, but are otherwise cumulative with the circumstance penalties noted in the Disguise skill description in the *PHB*. As well, the GM should allow common sense to dictate whether any particular disguise attempt should have a chance at success. For example, while it might be possible for a humanoid creature to nonmagically disguise itself as a wounded or otherwise motionless centaur, no amount of nonmagically enhanced Disguise skill will allow that human to pass as a centaur at full gallop. Likewise, the Disguise skill alone is not enough to allow a normal creature to pass as incorporeal.

Alignment: A successful disguise requires the ability to imitate the behavior of whatever creature you're masquerading as in order to best fool other creatures into believing your performance. If you have the same general alignment as the creature or character you're attempting to disguise yourself as (16 or higher in either of the target creature's dominant attributes), you gain a +1 bonus on Disguise checks if you spend the maximum time creating the disguise (see the Disguise skill description in the *PHB*). If you have 16 or higher in both the target creature's dominant alignment attributes, the bonuses stack.

Escape Artist (Dex; Armor Check Penalty)

Limbless creatures, including those with the amorphous, aquatic, and snake body types, gain a +8 bonus on Escape Artist checks to escape from entanglement and on grapple checks. Such creatures also gain a +4 bonus on Escape Artist checks to squeeze through a tight space. Amorphous creatures generally can't be manacled at all, and other limbless creatures can only be manacled or bound if some part of their body is physically pierced (a hook through a fish's jaw or a snake's tail, for example).

Forgery (Int)

In general, forging a document requires the ability to manipulate tools and materials (see **Manipulation-Based Skills**), though creatures unable to use the skill in this way can still make Forgery checks to detect a forgery. However, a creature cannot use the skill for either purpose if it is illiterate or has an Intelligence score lower than 3.

You can attempt to forge a document in a language you cannot read or write, but to do so you must have a sample document to copy and you take a –8 penalty on the check. This penalty falls to –4 if you can first decipher the document (see the Decipher Script skill).

Alignment: With their talent for dissembling, chaotic creatures make excellent forgers. If your Chaos attribute is 16 or higher, you gain a +1 bonus on Forgery checks to create forged documents. Lawful creatures, with their dedication to formality and correct procedures, excel at detecting forgeries. If your Law attribute is 16 or higher, you gain a +1 bonus on Forgery checks to detect forged documents.

Gather Information (Cha)

Successful Gather Information checks generally require time, money, and a knack for getting to know the locals. If you cannot speak the language the locals use, you cannot make a Gather Information check unless you find some way to overcome the language barrier (such as a *tongues* spell). If you know a language that at least a few of the locals understand, or if you use gestures to establish communication (see the Bluff Skill description, previous) you can make Gather Information checks at a –5 penalty.

Alignment: Chaotic creatures excel at dealing with uncertainty, and if your Chaos attribute is 16 or higher, you gain a +1 bonus on Gather Information checks and can complete such checks in one-half the normal time (half of 1d4+1 hours). Good creatures find it easier than normal to establish a rapport with other creatures, and if your Good attribute is 16 or higher, you gain a +1 bonus on Gather Information checks. If both your Chaos and Good attributes are 16 or more, the bonuses stack.

Handle Animal (Cha; Trained Only)

Though always neutral themselves, animals respond best to patience and kindness when being trained.

Alignment: Lawful creatures are usually better at establishing a comfortable routine for an animal during its training period, and good creatures find it easier than normal to gain a creature's trust. If your Law or Good attribute is 16 or higher, you gain a +1 bonus on Handle Animal checks you make to rear a creature, teach it tricks, or train it for a purpose. If both your Law and Good attributes are 16 or more, the bonuses stack.

Heal (Wis)

In general, nonmagical healing requires the ability to manipulate tools and materials (see **Manipulation-Based Skills**). As well, creatures with Intelligence scores lower than 3 lack the cognitive ability to use the Heal skill, except to provide first aid to creatures of their own kind.

Hide (Dex; Armor Check Penalty)

Unless you have the hide in plain sight class ability, you need cover or concealment to hide. You can get concealment inside an area with shadowy illumination, but such concealment doesn't allow you to hide from creatures with darkvision.

Alternate Use: You can use your Hide skill to quickly conceal an object anywhere except on your person (which requires a Sleight of Hand check). Hiding an object is a move action, but if you attempt to do so while being observed, the effort is wasted unless you also make a successful Sleight of Hand check to do so unobtrusively.

You must place an object to be hidden somewhere where it has concealment. You use only your Hide ranks to make the check (so that your Dexterity modifier doesn't apply) but you take no armor check penalty. The object's size modifier (see the Hide skill description in the *PHB*) applies to your check result, which then becomes the DC for a Search check to discover the object.

Intimidate (Cha)

When you make an Intimidate check, you use an implied threat to make another creature submit to your will. Unlike Bluff and Diplomacy checks, Intimidate doesn't require you to speak a language the subject understands, but it helps. If you can't communicate with your subject, you take a –4 penalty on your check.

In situations where superior strength seems a better bargaining chip than words, though, you can get a bonus on your Intimidate check by demonstrating that strength against an object used as a prop (such as a bar to bend or something you can break). Make a Strength check, either before the Intimidate check or as a free action in the same round you make your first Intimidate check. On a result of 15 or more, you gain a +1 bonus on Intimidate checks against any creature that witnessed the Strength check, with an additional +1 bonus for every two points by which your check result exceeds 15. If your Strength check result is 9 or less, however, you instead take a –2 penalty on Intimidate checks against any creatures that witnessed the Strength check. Against those creatures, you cannot retry your Strength check, though your allies can attempt Strength and Intimidation checks of their own.

No matter how physically imposing you are, intimidation still requires that you impress your will on your subject. As such, your maximum bonus from a Strength check cannot exceed your Charisma score (so that a half-orc with Charisma 6 could never get more than a +6 bonus no matter how impressive a Strength check he made). As well, bonuses from a Strength check do not stack with the bonus you gain from attempting to intimidate creatures smaller than you (but can help to overcome your penalty for trying to intimidate creatures larger than you; see the Intimidate skill description in the *PHB*).

Alignment: Ruthlessness and a callous disregard for others helps makes it easier to dominate them. If your Evil attribute is 16 or higher, you gain a +1 bonus on Intimidate checks.

Jump (Str; Armor Check Penalty)

Nonhumanoid creatures have much less vertical reach than creatures that can walk on two legs. When a creature with a body type other than humanoid attempts a vertical leap, it has less vertical reach and usually takes a check penalty as well. Most quadrupeds, however, gain an extra bonus from their superior speed when they perform running jumps.

Vertical Jump Modifiers and Vertical Reach by Body Type

Body Type	Vertical Jump Check Modifier[1]	Reduced Vertical Reach?[2]
Amorphous	—[3]	Yes
Aquatic	+0	Yes
Arthropod	–5	Yes
Avian	+0	No
Humanoid	+0	No
Quadruped	–5	Yes
Radial	–5	Yes
Snake	—[3]	Yes
Combination	Varies[4]	Varies[4]
Other	+0	Yes

[1] Does not stack with racial Jump bonuses.
[2] If a creature has reduced vertical reach, refer to the table below. If a creature does not have reduced vertical reach, refer to the table in the Jump skill description in the *PHB*.
[3] These creatures cannot make Jump checks, but can stretch their bodies upward as far as their vertical reach allows.
[4] Use the least favorable modifier for the combined types. For example, a centaur has a –5 modifier for a high jump for being a humanoid quadruped.

Reduced Vertical Reach

Creature Size	Vertical Reach
Colossal	64 ft.
Gargantuan	32 ft.
Huge	16 ft.
Large	8 ft.
Medium	4 ft.
Small	2 ft.
Tiny	1 ft.
Diminutive	1/2 ft.
Fine	1/4 ft.

Horizontal Jump Modifiers by Body Type

Body Type	Horizontal Jump Check Modifier[1]	Running Horizontal Jump Check Modifier[1]
Amorphous	— [3]	— [3]
Aquatic	+0	+5
Arthropod	+0	+0[2]
Avian	+0	+0
Humanoid	+0	+0
Quadruped	+5	+5
Radial	–5	–5
Snake	— [3]	— [3]
Combination	Varies[4]	Varies[3]
Other	+0	+0

[1] Does not stack with racial Jump bonuses.
[3] These creatures cannot make Jump checks, but can cross gaps by stretching their bodies horizontally as far as their vertical reach.
[4] Use the highest modifier for the combined types. For example, a centaur has a +5 modifier for a running long jump for being a humanoid quadruped.

Knowledge (Int; Trained Only)

Creatures with an Intelligence score lower than 3 cannot have ranks in a Knowledge skill. Such creatures have the capacity to learn tasks or tricks, and can remember people, things, and places they've encountered, but don't have enough intellectual muscle to store, organize, and recall information the way smarter creatures can.

Listen (Wis)

Deaf creatures cannot make Listen checks, but not all creatures that lack ears are deaf. Oozes, for example, can detect vibrations in the ground or through the air with their whole body (as per the blindsight special quality). Likewise, plant creatures have some ability to pick up sound, usually through their leaves.

Open Lock (Dex; Trained Only)

In general, opening a lock requires the ability to handle tools and materials, and even where picks and tools aren't necessary, one must still be able to manipulate the lock itself (see **Manipulation-Based Skills**). As well, creatures with Intelligence scores lower than 3 lack the cognitive ability to open locks by skill, though such creatures can always attempt to break locks by the exertion of simple force (a Strength check against the lock's break DC).

Perform (Cha)

The ability to perform well enough to amuse or distract an audience requires enough brainpower to arrange the elements of the performance in a pleasing manner and to gauge the audience's reactions and adjust accordingly. As such, creatures with Intelligence scores of 3 or lower can't take ranks in any Perform skill, nor can they generally make untrained Perform checks. Where a creature with an Intelligence score of 1 or 2 has been trained to perform simple tricks (see the Handle Animal skill description in the *PHB*), such a creature can make an untrained Perform check at a +2 bonus to perform on its own. As well, such creatures can make an untrained Perform check to aid another character's Performance check (acting, comedy, and dance are the most appropriate performance forms).

Several types of performance have other requirements, as noted below.

- **Act, Comedy:** These kinds of performances work best when the performer and the audience speak a common language. You can use gestures to establish communication (see the Bluff skill, previous), but you make your Perform check at a –5 penalty. Miming, which is included under Perform (act) is entirely nonverbal and doesn't require a Bluff check or take a penalty (unless the GM hates mimes, in which case the performer had best beware).
- **Keyboard, Percussion, String, or Wind Instruments:** In addition to requiring the instrument in question, these Perform skills require the ability to manipulate tools and materials (see **Manipulation-Based Skills**). If you have 5 or more ranks in one of these skills (or the appropriate Craft skill) you can improvise an instrument in about an hour. Doing so requires a DC 15 Perform or Craft check, but you take a –2 penalty on any Perform check you make with an improvised instrument.
- **Oratory:** This kind of performance absolutely requires a means of communicating in the language of the audience, though you can use magical means (such as a *tongues* spell) to establish such communication.
- **Sing:** This kind of performance benefits from a common language with the audience, but doesn't require one. If you sing in a language your audience doesn't understand, you take a –4 penalty on your Perform check.

Profession (Wis; Trained Only)

Even though Profession is a Wisdom-based skill, creatures with Intelligence scores lower than 3 can't organize their thoughts well enough or retain enough the specialized knowledge necessary to undertake a profession, and so cannot take ranks in a Profession skill. As well, most professions (even those largely built around brainwork) require record-keeping or tool use, and so requires the ability to manipulate objects and materials (see **Manipulation-Based Skills**).

Ride (Dex)

If you attempt to ride a creature ill-suited to being used as a mount, you take penalty on your Ride checks. To be used as a mount, a creature must be at least one size category larger than you, and must have a suitable body type.

Mount and Rider Suitability by Body Type

Body Type	Suitable to Serve as a Mount?	Suitable to Ride a Mount?
Amorphous	No[1]	Yes
Aquatic	Yes	No
Arthropod	Yes	Yes
Avian	Yes	Yes
Humanoid	No	Yes
Quadruped	Yes	No
Radial	Yes	Yes
Snake	No	No
Combination	Varies[2]	Varies[2]
Other	No[3]	No[3]

[1] Most amorphous creatures don't have bodies solid enough to carry riders at all.

[2] If the combination includes one form that is suitable to serve as a mount, the creature is a suitable steed, but not a suitable rider.

[3] These creatures usually aren't suitable as mounts or as riders, but exceptions are possible.

Suitable Mounts: Most suitable mounts are long and low, with bodies large enough to support a rider and shaped so as to allow the mount to wear riding tack and harness, or so that the rider can hold on well without it. If you ride an unsuitable mount, you take a –5 penalty on Ride checks which stacks with the penalty for being an unsuitable rider.

Suitable Riders: Most suitable riders can sit astride a mount and have appendages available for hanging on and controlling the mount with reins or the equivalent (see **Manipulation-Based Skills**). If you're an unsuitable rider, you take a –5 penalty on Ride checks which stacks with the penalty for riding an unsuitable mount.

Soft Fall: In general, you can avoid damage from falling off your mount only if it is no more than one size category larger than you are. If your mount is larger than that, you fall a distance equivalent to the reduced vertical reach for a creature of the mount's size category (see the Jump skill, previous), even if the mount doesn't actually have reduced vertical reach. With a successful Ride check, you can reduce the damage by 1d6 (possibly negating all damage from the fall).

Search (Int)

Though Search is primarily a visual skill, the most efficient searches also have a tactile element as the searcher touches the area she's investigating, looking under and around things. It's possible to search only by sight (touching nothing), but such searches take a –2 penalty on the check. As well, blind creatures or creatures that cannot see can still make Search checks (relying on touch, smell, or both), but take a –8 penalty on such checks.

See the notes on the Spot skill for information on whether Search checks or Spot checks are more appropriate in a given situation.

Sense Motive (Wis)

By making a successful alignment check, you can gain a bonus on the Sense Motive check you make to oppose attempts to influence you, such as against an opponent's Bluff check (see **Situational Alignment Checks** on page 62).

Sleight Of Hand (Dex; Trained Only; Armor Check Penalty)

By definition, a Sleight of Hand check requires the ability to manipulate something (see **Manipulation-Based Skills**), and can be applied to either objects or creatures provided they fit easily into a character's hand. As a practical matter, any item must be two size categories smaller than the creature attempting to manipulate it with a Sleight of Hand check, but even then, some items (including unwilling creatures) might prove too awkward to be manipulated successfully.

Spellcraft (Int; Trained Only)

The Spellcraft skill involves noting the effects of magic (however subtle) and drawing conclusions about them, and as such, requires an Intelligence score of 3 or higher. You don't have to be a spellcaster to use Spellcraft, but you cannot use the skill to decipher a spell in written form unless you're literate.

Alternate Use: You can make a DC 20 Spellcraft check to distinguish an animated object from a permanent construct (such as a golem). You can also make a DC 25 Spellcraft check to tell a motionless construct of any kind from an ordinary object.

Spot (Wis)

Blind creatures cannot make Spot checks unless they also have the blindsense or blindsight special qualities (though in many cases those qualities make Spot checks unnecessary).

In most cases, a Spot check is a free action, and you can make the check whenever you have a turn. However, retrying a failed Spot

check is a move action, and if you use the skill to read lips, you must watch the speaker for a full minute.

It's possible to look around an area in an attempt to spot something, but such tasks are more appropriately handled with a Search check. In general, if something is more or less in plain sight but either small enough to overlook or placed in such a way that it might be overlooked, you can find it with a Spot check. Items that are disguised or camouflaged to look like something else, or which are totally concealed (such as an object hidden under tall grass) require a Search check to find.

Survival (Wis)

Wild creatures and most monsters that normally live without the benefit of civilization can successfully forage for food and water simply by taking 10 on a Survival check (and thus are able to survive in the wild without having the Survival skill). Aberrations, animals, fey, magical beasts, plants, and vermin have this option. Other creatures cannot take 10 on Survival checks to forage for food and water, as the task is never routine for them.

Foraging: The foraging DC 10 shown in the Survival skill description in the *PHB* assumes an average climate and environment, but foraging can become easier or more difficult depending on weather conditions and terrain.

Survival DCs (Foraging)

	DC by Season[1]			
Terrain	**Spring**	**Summer[2]**	**Autumn**	**Winter[3]**
Desert	14	18	16	14
Forest	12	10	8	12
Hills	12	10	8	12
Jungle	10	10	8	10
Moor	12	12	10	12
Mountains	12	12	10	12
Plains	12	10	10	12
Swamp	12	10	8	10
Tundra	12	12	10	12

[1] Add +4 to the DC for conditions of drought. Add +2 for conditions of unusual heat or cold.
[2] Or warm climate.
[3] Or cold climate.

Swim (Str; Armor Check Penalty)

Though most land-based creatures can swim, some are better suited for it than others.

Swim Modifiers by Body Type

Body Type	Swim Check Modifier[1]
Amorphous	+4
Aquatic	+8
Arthropod	+4
Avian	+0
Humanoid	+0
Quadruped	+4
Radial	+0
Snake	+4
Combination	Varies[2]
Other	+0

[1] Does not stack with racial Swim bonuses or any bonus for having a swim speed.
[2] Use the highest modifier for the combined types. For example, a centaur has a +4 bonus on Swim checks for being a humanoid quadruped.

Carrying a Load while Swimming: Swim checks are subject to double the normal armor check penalty and encumbrance penalty, but as most things a creature carries have some buoyancy, water helps to support the load. As a rule of thumb, treat anything a swimmer carries as one-half its normal weight when you calculate its load unless the swimmer holds it up and out of the water (as a mount might hold a rider who doesn't dismount before entering the water) or unless the item is solidly constructed of materials whose buoyancy is negligible (such as metal or stone).

Tumble (Dex; Trained Only; Armor Check Penalty)

Acrobatic skill can be of great use in combat, but wearing armor or carrying a load definitely puts a damper on the use of this skill. You can't use this skill if armor, excess equipment, or loot has reduced your speed, and most creatures can't tumble when wearing medium or heavy armor or when carrying a medium or heavy load. Dwarves, however, don't suffer speed reductions for armor or load, and likewise retain the ability to tumble no matter what they carry or wear.

Alternate Uses: With a DC 20 Tumble check, you can roll up to 5 feet as a move action while prone without provoking an attack of opportunity. With a DC 25 Tumble check, you can stand up from prone as a move action without provoking an attack of opportunity. With a DC 35 Tumble check, you can stand up from prone as a free action without provoking an attack of opportunity.

Use Magic Device (Cha; Trained Only)

In general, using a magic device requires the ability to manipulate it (see **Manipulation-Based Skills**), except for magic items that can be operated by thought alone or by incorporeal creatures. As well, a creature needs an Intelligence score of 3 or higher to use this skill, as the intricacies of magic items are unfathomable for creatures with lesser minds.

Use Rope (Dex)

In general, a Use Rope check requires the ability to manipulate the rope in question (see **Manipulation-Based Skills**). As well, though rope can be simply constructed, it takes a reasonably sophisticated mind to recognize it for what it is and tie a workable knot, such that a creature needs an Intelligence score of 3 or higher to use this skill.

Alternate Use: In addition to tying knots, binding prisoners, and setting grapples, Use Rope can allow you to lash together rough wooden objects such as ladders and stretchers (DC 15), and even more complex items such as basic furniture, rafts, and bridges (DC 20). In addition to a suitable quantity of rope itself and a supply of appropriately-sized sticks or logs to lash together, you need anywhere from 10 minutes to construct something simple and fairly small (a ladder 5 feet long), to a full day for something large (a 20-foot bridge capable of supporting a Medium creature carrying a light load).

Chapter Five: Feats

This chapter contains eleven new feats for your characters to use. Many of these feats are specifically designed for use with the new mass battle rules presented in **Chapter Seven: Mass Combat**. However, they should also be useful for regular adventuring. You can find the mass combat rules starting on page 63.

- Feat Descriptions -

The Advanced Player's Manual presents the following new feats in alphabetical order.

Armored Caster [General]

You are skilled at weilding magic energies even while wearing armor.

Benefit: When wearing armor, you reduce the chance for arcane spell failure by –10% (to a minimum of 5%).

Crushing Charge [General]

You can grind your foes underfoot with your powerful charge attacks.

Prerequisites: Improved Bull Rush, Power Attack, base attack bonus +10.

Benefit: If you hit a foe with your charge attack, you can immediately try to enter that foe's square and attempt to overrun him (provided you have sufficient movement available). The overrun attempt is resolved normally (including allowing your opponent an attack of opportunity and a chance to step aside). If your opponent blocks and your overrun attempts knocks him prone, you deal damage according to your size:

Crushing Charge

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

If your charge attack drops your foe (by reducing his hit pints to 0 or lower, by knocking him prone, or by otherwise leaving him helpless) you can continue the straight line of your charge through your foe's space (provided you have sufficient movement to do so). If your base attack bonus allows you to make multiple attacks, you can continue making attacks as you charge until you run out of attacks or movement.

Special: If you have the Mounted Combat feat, you can use Crushing Charge while making a mounted charge. Your mount makes the opposed Strength check to resolve the overrun, and if it knocks your foe prone, it deals damage

according to its size as noted above. If you also have the Trample feat, its effects stack with this feat, with your mount dealing damage according to its size and making a free hoof attack as well. Your mount stops moving after one opponent has been overrun unless you make a DC 20 Ride check. If you continue making Ride checks, you can continue overrunning foes until your mount runs out of movement or you run out of attacks, but the Ride check DC increases by 2 for each additional attack you make.

If you use this feat with natural weapons, your base attack bonus determines the maximum number of foes you can charge. You can use each of your natural weapons once during any series of attacks you make with this feat, but if you run out of natural weapons before running out of attacks, you must switch to a manufactured weapon (if you have one in hand or can draw one using the Quick Draw feat) or stop attacking.

Coordinated Melee Attack [General]

You gain bonuses to your melee attacks when you and your allies gang up on an opponent.

Prerequisites: Int 11, base attack bonus +1.

Benefit: If you and at least two allies who also have this feat attack the same opponent in melee, you each gain a +2 bonus on your attack rolls. For each point of your Intelligence bonus, you gain an additional +1 bonus for each extra ally in the attack.

You and your allies must all be within 30 feet of each other, you must have line of sight to each other, and you must all attack on the same initiative (typically by having all allies delay until the lowest initiative in the group).

Special: In a unit battle (see **Chapter Seven**), you gain a +2 bonus on melee attack rolls if you and at least 2 allies who also have this feat attack the same enemy unit. In this case, additional allies don't increase your bonus.

Fighting Withdrawal [General]

You can keep attacking while trying to pull out of combat.

Prerequisites: Int 13, Combat Expertise.

Benefit: As a full-round action, you can make a single melee attack against one adjacent foe and then move up to your speed. As with the withdraw action, the first square you leave is not considered threatened, but if your attack hits, your movement this round does not provoke attacks of opportunity from the target. If you're allowed only a standard action or a move action during your turn, you can still make a fighting withdrawal but you can move only one-half speed.

Normal: Without this feat, withdrawing from melee combat is a full-round action (or a standard action if you can take only a standard or move action during your turn), and you cannot attack while withdrawing.

Special: In a unit battle, you can order the unit to attack any foe in melee contact with the unit and then withdraw from melee contact (see **Orders**, page 78). The unit cannot make another attack in the same turn.

Frightful Charge [General]

Your charge is so frightening that foes flee before you.

Prerequisites: Cha 11, base attack bonus +5, Intimidate 3 ranks.

Benefit: As part of your charge attack, you can make an Intimidate check at a +2 bonus against the target of the charge and any other foes adjacent to you at the end of the charge. Foes that fail their level checks by 4 or less become shaken for 1 round, while foes who fail by 5 or more become frightened for 1d4 rounds and immediately flee from you along a route of their choice. A fleeing creature moves its speed, but this movement doesn't count against the creature's movement for its next turn. As well, this movement doesn't provoke attacks of opportunity from you, but it might from any other creatures that threaten the fleeing creature's escape route.

As well, if the target of your charge flees, you can continue the straight line of your charge if it would bring you into position to attack another foe. You can make another Intimidate check to shake or frighten the new target and any adjacent foes, but this counts as another use of the feat.

You can use this feat a maximum of three times per day + your Charisma modifier.

Special: In a unit battle, this feat allows you to force any unit you charge to make a morale check (normally a single charging creature forces a unit to make a morale check only if it is at least two size categories larger than the creatures in the unit). Compare your Intimidate check result with the unit's morale check result to determine results (see **Morale** on page 91).

Frightful Charge can be selected as a fighter bonus feat.

Improved Coordinated Melee Attack [General]

With aid from your allies, you can make an extra melee attack against a foe.

Prerequisites: Int 11, Combat Reflexes, base attack bonus +5.

Benefit: As the Coordinated Melee Attack feat, except if you or any of your allies hit the foe you attack, you can make an attack of opportunity against the foe. This counts against the total number of attacks of opportunity you can make during your turn.

Special: This feat does not stack with the opportunist class feature.

Rapid Sniping [General]

You can quickly conceal yourself when sniping with a ranged weapon.

Prerequisites: Dex 13, Hide 5 ranks, base attack bonus +6.

Benefit: If you begin your turn hidden at least 30 feet away from your target, you can take the full attack action and then hide again as a free action (though you take a –10 penalty on the Hide check).

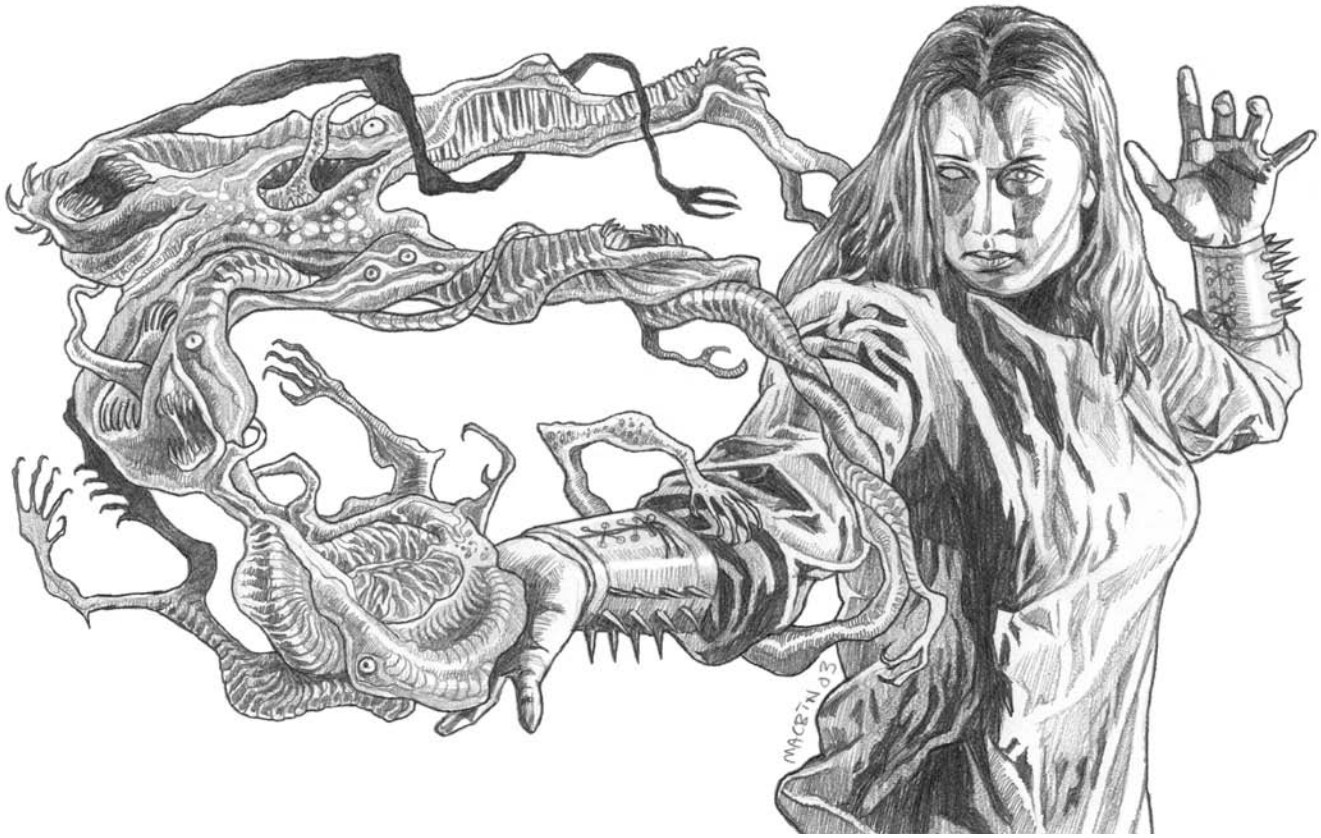
Normal: When sniping, you hide as a move action, which allow allows you only a single attack with the attack action.

Share Lesser Divination [General]

When you cast a low-level divination spell, nearby allies also gain the benefits of the spell.

Prerequisites: Spell Focus (divination).

Benefit: When you cast a divination spell of 3rd level or lower, allies within 30 feet of you learn what the spell reveals to you exactly as you learn it. For example, your allies could



see what you see with the *see invisibility* spell or learn what you learn about magical auras revealed by *detect magic*.

You can share only one divination spell with your allies at a time. If you have more than one divination spell active at the same time, you decide which spell to share as a free action.

Upon casting the spell, you must decide which allies will share the spell, but you can change that decision each round as a free action. You must have line of sight and line of effect to each ally you wish to share a spell with, and allies which move more than 30 feet away from you, break line of sight, or break line of effect lose the shared spell (though you can use a free action to share the spell with that ally again).

Special: In a unit battle, this feat allows you to share divination spells of 3rd level or lower with allies in the same space (though you must still have line of sight and line of effect to those allies).

Taunt [General]

You can make a foe's temper get the better of her.

Prerequisite: Bluff 3 ranks.

Benefit: As a standard action, you can attempt to provoke a single foe within 30 feet of you into foolish anger. You make a Bluff check opposed by a special Sense Motive check from your foe, who adds her base attack bonus or her base Will save bonus to the check, whichever is higher. If the check succeeds, your foe becomes angry and takes a –2 penalty to AC, a –4 penalty on attack rolls against you, and a –2 penalty on attack rolls against any other target until the end of her next turn.

If the foe is a spellcaster, she must make a Concentration check (DC 15 + spell level) to cast any spell in her next turn. If the check fails, the character uses a standard action attempting to cast the spell but does not lose it. This ability is mind-affecting and language-dependent. Any penalties that would apply to a feint attempt apply to your Bluff check.

Thread Focus [General]

Choose a thread, such as the Thread of Air. Spells in that thread that you cast are more potent than normal/

Prerequisite: Int 13

Benefit: You cast all spells within the selected thread at +1 caster level.

Special: You may select this feat multiple times. Its effects do not stack. Each time you select this feat, choose a new thread.

Wrath of the Faithful [General]

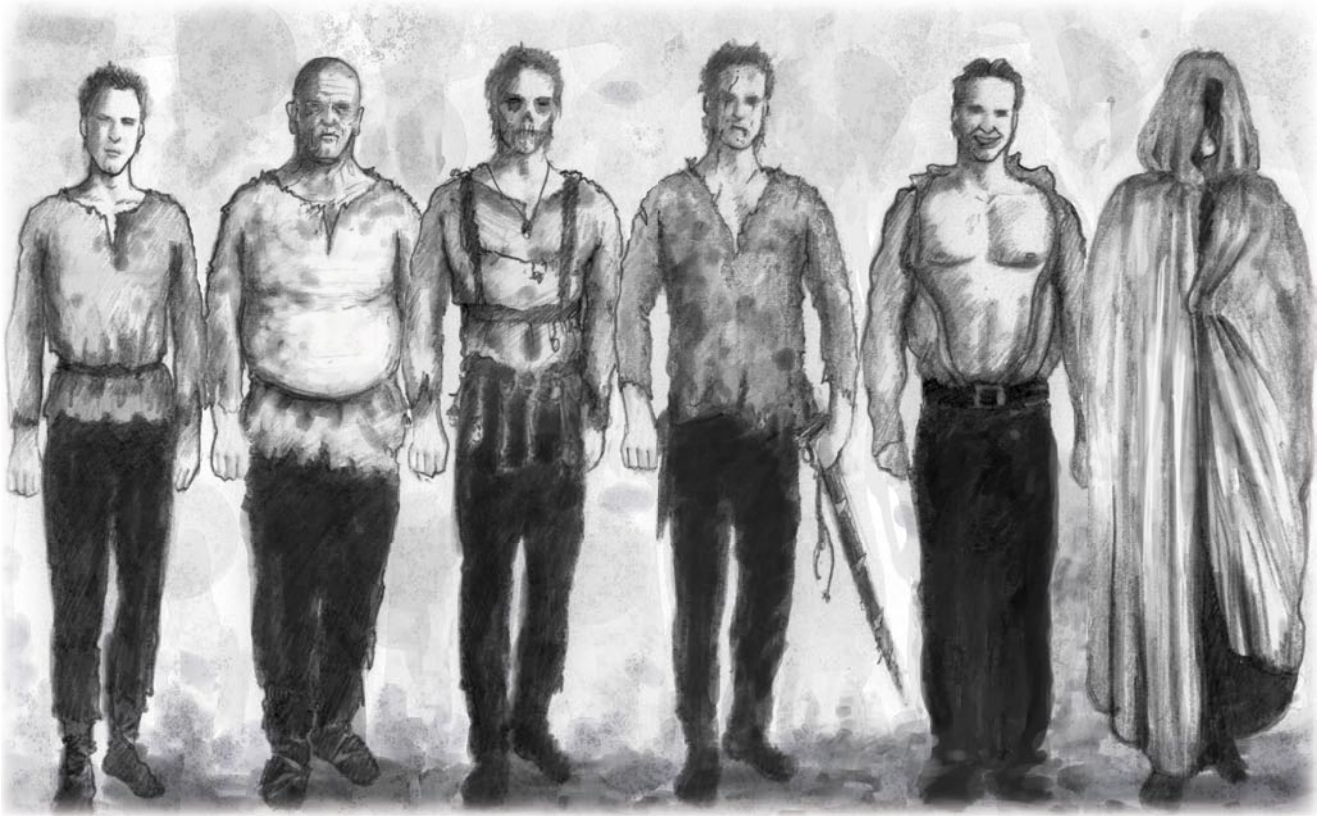
You can use the forces of positive or negative energy to bolster your allies.

Prerequisites: Knowledge (religion) 5 ranks, Extra Turning.

Benefit: As a full-round action, you can make a turning attempt to bolster allies within a 50-foot-radius burst centered on you. Allies must have at least one alignment component in common with you and no opposing elements to be affected (for example, if you're lawful good, you can bolster allies who are lawful good, lawful neutral, or neutral good).

To determine which allies you affect, make a turning check as though bolstering undead (see **Chapter Eight: Combat** in the *PHB*), calculating how many Hit Dice worth of allies you can bolster and the maximum Hit Dice (character level) of allies that can be affected. If you can't bolster all allies within range, you choose which ones are affected (subject to the Hit Dice limits from your tuning check and turning damage rolls).

A bolstered ally gains a +1 bonus on attack rolls, saving throws, ability checks, and skill checks, plus a +1 deflection bonus to Armor Class. The effect lasts 1 round + 1 round per point of your positive Charisma modifier.



Chapter Six: Description

This chapter contains new and more detailed rules for handling alignments, including rules for numerical alignments ratings, and checks based on those ratings. It also covers information on starting ages for members of the classes described in **Chapter Three: Character Classes**.

- Alignment -

Alignment in most fantasy games is a real, measurable property creatures possess, but this can be a difficult concept to fully grasp outside the game, especially for people who believe morality is ultimately subjective in the real world (though it's worth remembering that as many people believe the opposite). Regardless of your personal thoughts on the nature of good and evil, it can be helpful to think of the four main components of alignment (chaos, evil, good, and law) as forces or properties that cannot be seen or felt, but nonetheless affect everything in the campaign universe. Alignment forces are something like gravity and entropy—their effects are profound and measurable but are usually only observable indirectly, by noting their impact on other things.

Your character's inner life, as indicated by alignment, leaves some measurable footprints in the game world. Most characters have an alignment aura that divinations spells can read, and alignment also determines the character's ability to qualify for certain classes, prestige classes, and even feats. As well, alignment creates vulnerability to some magical effects and immunity to others.

In trying to characterize alignment, though, it's helpful to remember that alignments are described more than strictly defined. One can talk about how a particular action or state of mind illustrates a lawful good alignment, but not all lawful good characters will perform that particular action or subscribe to that state of mind (at least not all the time). When choosing an alignment for a character, you're not buying equipment, selecting spells, or even choosing a character class (all things with solid definitions and game effects), but are establishing a way of thinking and a set of morals and values for that character.

As you read further along in this section, you'll find a mixture of hard game data (such as numerical alignment ratings) and general advice (such as when to make alignment checks and when not to). This reflects the complex nature of alignment and its ultimately being a hard thing to pin down, so while you need to pick an alignment that best fits a character, remember it's not intended to be a perfect fit.

Numerical Alignment Ratings

Under this system, a character has four alignment ratings (for chaos, law, evil and good), each rated on a scale of 0 (complete hostility toward an alignment and utter rejection of its tenets) to 21 (the strongest possible commitment to an alignment's ideals). A rating of 8 to 13 in an alignment indicates neutrality with regard to the alignment's specific outlooks. Numerical alignment ratings maintain the familiar conventions of alignment in the game, but expand the system from the black-and-white of nine absolute alignments (the nine different permutations of

law/neutral/chaos and good/neutral/evil) to an almost limitless number of shades of gray between those extremes.

An alignment consists of two opposing pairs of attributes (Law and Chaos, Good and Evil), such that a character's Law and Chaos scores (like their Good and Evil scores) must always equal 21 when added together. That is, the more lawful a character is, the less chaotic he must be, and characters cannot increase their score in one attribute without lowering the score of the other. Any score of 14 or higher means that a character has an alignment slanted toward the traditional combinations—for example, a character with a Law score of 15 and a Good score of 14 has the lawful good alignment (though not in as strong a sense as a character with Law and Good scores of 21 each).

When choosing an alignment for a character, simply choose two pairs of numbers that you think suit that character's outlook and philosophies. For example, if you're interested in a chaotic good character who favors free will and independence more than strong morality, you might choose Law 4/Chaos 17, Good 14/Evil 7.

Alignment Restrictions

If your character has a mandatory class alignment, you must choose a value that gives you the appropriate alignment result. For example, a paladin (necessarily lawful good) must have both Law and Good scores of 14 or higher, but a paladin with Law 16, Good 21 might play quite differently than a paladin with Law 20, Good 14. It's sometimes more straightforward to choose at least one alignment attribute score that's at least a little higher than the minimum, though sometimes it can be an enjoyable challenge to play a character constantly teetering on the brink.

Likewise, classes restricted from certain alignment components have an effective maximum in that particular alignment attribute. For example, a barbarian (any nonlawful) must have a law score of 13 or lower. If the character must have a neutral alignment component, that character must have one pair of scores (Law and Chaos/Good and Evil) that both fall in the 8 to 13 range (remembering that the two scores must add up to 21). A character with Law 10/Chaos 11 is neutral with respect to law and chaos just as a character with Good 12/Evil 9 is neutral with respect to good and evil, but both those neutral ranges still show a tendency to one extreme or the other.

Alignment Attributes as Ability Scores

You can treat an alignment attribute just like an ability score, so that an alignment score also gives you a modifier. Use the values noted on **Table 1–1: Ability Modifiers and Bonus Spells** in the *PHB*, with a score of 0 giving a modifier of –5. Having an alignment modifier is a necessity for making an alignment check (see the **Alignment Checks** section, following), but it also provides a way to measure just how strong a character's attachment to an alignment is. For example, a character with a Good score of 13 and an Evil score of 8 is neutral with respect to good and evil, but her Good modifier of +1 and her Evil modifier of –1 help to quantify her slight tendency toward good.

Example Alignment Attributes

The **Table 6-2** shows a few possible sets of alignment attributes, with the notes that follow describing how those attributes can be interpreted.

Starting Age

To randomly generate a starting age for a character with a class included in this book, use **Table 6-1: Random Starting Age**.

Table 6-1: Random Starting Age

Race	Adulthood	Scout Spellmaster	Eldritch Weaver Thanemage Warpriest
Human	15 years	+1d6	+2d6
Dwarf	40 years	+5d6	+7d6
Elf	110 years	+6d6	+10d6
Gnome	40 years	+6d6	+9d6
Half-elf	20 years	+2d6	+3d6
Half-orc	14 years	+1d6	+2d6
Halfling	20 years	+3d6	+4d6

Balor

As an outsider with both the chaos and evil subtypes, a balor has its alignment indelibly stamped on its soul. It has not a hint of good or law in its nature.

Basilisk

Thanks to its Intelligence score of 2, a basilisk has a neutral alignment by default. Being a somewhat unnatural and largely solitary predator, though, it has just a hint more chaos in its nature than law, and likewise a bit more evil than good.

Table 6-2: Example Alignments

Example Creature	Law Score	Chaos Score	Good Score	Evil Score
Balor	0	21	0	21
Basilisk	10	11	10	11
Chaotic evil fighter	5	16	6	15
Chaotic evil rogue	3	18	4	17
Chaotic good bard or scout	4	17	15	6
Chaotic good eldritch weaver	7	14	14	7
Chaotic neutral barbarian	1	20	9	12
Chaotic neutral druid	6	15	11	10
Dryad	5	16	16	5
Lawful evil fighter	15	6	6	15
Lawful good fighter	14	7	15	6
Lawful neutral druid	15	6	10	11
Lawful neutral evangelist	17	4	13	8
Lawful neutral monk	18	3	13	8
Neutral evil druid	11	10	6	15
Neutral evil wizard	12	9	15	6
Neutral good druid	8	13	15	6
Neutral good fighter	13	8	16	5
Paladin	19	2	14	7

Chaotic Evil Fighter

A fighter has no alignment requirements and this character's lack of deeply felt or philosophical commitments allow him to tend strongly toward chaos and evil. At the same time, the small amount of law and good in the character's makeup might indicate some inclination toward teamwork and loyalty to comrades (at least when such things prove advantageous).

Chaotic Evil Rogue

Rogues eschew law (and thus cannot have lawful alignments), but this character's preference for chaos is stronger than most. With the same extremes demonstrated on the good/evil axis, the character also shows that she's out for only herself and likely enjoys bringing misery to others.

Chaotic Good Bard or Scout

Bards are never lawful, and while scouts have no alignment restriction, this one is a freewheeling sort. These characters are slightly more chaotic than they are good—both ne'er-do-wells who nonetheless respect the dignity and needs of others. They usually try to do the right thing, but they resent attempts to restrict their freedom or to make them conform to someone else's standards of conduct.

Chaotic Good Eldritch Weaver

This character follows his own path, but his healthy dose of self-discipline isn't unusual for the eldritch weaver class. The character shows a reasonably firm commitment to the principles of good, but doesn't make opposing the forces of evil his primary goal.

Chaotic Neutral Barbarian

This barbarian has embraced chaos with a passion, doing what she will, when she will. Although neutral with respect to good and evil, her mildly favoring good might show a commitment to tribe or family.

Chaotic Neutral Druid

A druid must have neutral component to his alignment, with this character indifferent to matters of good and evil while he espouses chaos (in the form of death and decay) as the most potent force in the universe.

Dryad

Dryads are usually chaotic good and this one is no exception. She's not inclined to be cruel, but has the capacity to be capricious when she wishes it.

Lawful Evil Fighter

This character has a strong sense of order and no doubts about crushing anyone who gets in his way or threatens to make waves. At the same time, a faint capacity for good and law show that there might yet be things capable of disturbing this character's amoral resolve.

Lawful Good Fighter

Like the lawful evil fighter, this character's sense of order and morality define his outlook. Also like the lawful evil fighter, this character has the capacity to stray from his ideals.

Lawful Neutral Druid

Like the chaotic neutral druid, this character is indifferent to matters of good and evil, but unlike her chaotic counterpart, she senses an underlying order to the universe as shown in the cycles of the stars and the seasons.

Lawful Neutral Evangelist

Though they have no alignment restrictions, most evangelists embrace law. This one brooks no backsliding among the faithful, scoffing at personal spiritual experiences.

Lawful Neutral Monk

Monks must have lawful alignments, with this one taking the path of the rigid ascetic who puts self-discipline and tradition before all else.

Neutral Evil Druid

This druid cares nothing for issues of law and chaos, believing the universe to be a demanding place where only the strong survive. While the character hasn't completely abandoned the precepts of good, she sees civilization is an amoral sham, supporting the weak at the expense of the strong.

Neutral Evil Wizard

This wizard's overwhelming tendency to evil combines with a slight tendency to law in his neutrality, creating a character whose focus only serves the pursuit of more and more magical power.

Neutral Good Druid

This character sees law and chaos as opposite sides of the same natural balance, but her fixation with the good is driven by a slight tendency to chaos, believing that a bountiful world allows enough freedom for all to ultimately thrive.

Neutral Good Fighter

This character is just plain good-natured, acknowledging the benefit of law and order but not afraid to bend the rules in order to do the right thing.

Paladin

Paladins must be lawful good, but some tend more to one extreme than the other. This character is a stickler for honor, obedience, and tradition—a tireless do-gooder often driven more by obligation than a desire to be helpful or kind.

Alignment Attributes and Detection Spells

Spells such as *detect chaos/evil/good/law* reveal the presence or absence of an alignment by revealing the presence of an alignment aura and that aura's relative power. You can use a character's alignment attributes to determine how strong a creature's alignment aura is, replaces the aura power table from the *detect evil* spell description in the *PHB* with **Table 4–4**: **Alignment Aura Power**.

Monster Alignment Attributes

To set a monster's alignment attributes from its alignment entry, refer to **Table 6-3**.

Table 6-3: Typical Monster Alignments

Alignment Entry	Law Score[1]	Chaos Score[1]	Good Score[2]	Evil Score[2]
Lawful good	14–15	6–7	14–15	6–7
Chaotic good	6–7	14–15	14–15	6–7
Neutral good	8–13	8–13	14–15	6–7
Chaotic neutral	6–7	14–15	8–13	8–13
Neutral	8–13	8–13	8–13	8–13
Lawful neutral	14–15	6–7	8–13	8–13
Lawful evil	14–15	6–7	6–7	14–15
Neutral evil	8–13	8–13	6–7	14–15
Chaotic evil	6–7	14–15	6–7	14–15
Usually lawful good	16–17	4–5	16–17	4–5
Usually chaotic good	4–5	16–17	16–17	4–5
Usually neutral good	8–13	8–13	16–17	4–5
Usually chaotic neutral	4–5	16–17	8–13	8–13
Usually neutral	10–11	10–11	10–11	10–11
Usually lawful neutral	16–17	4–5	8–13	8–13
Usually lawful evil	16–17	4–5	8–13	8–13
Usually neutral evil	+0	+0	4–5	16–17
Usually chaotic evil	4–5	16–17	4–5	16–17
Always lawful good	18–19	2–3	8–13	8–13
Always chaotic good	18–19	2–3	8–13	8–13
Always neutral good	8–13	8–13	2–3	18–19
Always chaotic neutral	2–3	18–19	2–3	18–19
Always neutral	10	11	10	11
Always lawful neutral	18–19	2–3	8–13	8–13
Always lawful evil	18–19	2–3	8–13	8–13
Always neutral evil	8–13	8–13	2–3	18–19
Always chaotic evil	2–3	18–19	2–3	18–19
Modifiers[3]				
Good subtype	+0	+0	+2	–2
Evil subtype	+0	+0	–2	+2
Chaotic subtype	–2	+2	+0	+0
Lawful subtype	+2	–2	+0	+0

Table 6-4: Alignment Aura Power

Creature/Object	None[1]	Aura Power: Faint	Moderate	Strong	Overwhelming
Creature[2] (1/2 HD + alignment modifier)	4 or lower	5–8	9–20	21–40	41 or higher
Undead (1/2 HD + alignment modifier)	—	2 or lower	3–8	9–20	21 or higher
Outsider 1/2 HD + alignment modifier)	—	2 or lower	3–4	5–10	11 or higher
Class has alignment aura[3] (1/2 class level + alignment modifier)	—	1 or lower	2–4	5–10	11 or higher
Evil magic item or Spell[4] (caster level)		2nd or lower	3rd–8th	9th–20th	21st or higher

[1] When a creature has an alignment attribute that gives it an alignment modifier of +1 or lower, the creature has no aura of that alignment no matter what this table shows. [2] Except for undead, outsiders, and members of some character classes, which have their own entries on the table.
[3] A cleric, evangelist, or other character with the aura class feature.

Note, though, some creatures have no aura that can be detected even though they might have a fairly high alignment modifier. A creature with an alignment attribute that gives it an alignment modifier of +2 or higher is considered to have that alignment, and is affected accordingly by spells or other magical effects which depend on the subject's alignment, even if the subject does not have an alignment aura. For example a 2nd-level human fighter with a Good score of 14 has a +2 Good modifier and a good alignment. This character has no detectable aura of good, but a spell such as *unholy blight*, which has special effects when used against good creatures, affects the character the same way it affects any other good creature.

Alignment Checks

Having a numerical alignment rating and a modifier based on that rating allows players and GMs to make alignment checks from time to time to guide their roleplaying. If you're uncertain what your character might do in a given situation, an alignment check might help you decide. It's usually up to the player to decide when to attempt an alignment check, but GMs can use them to help decide if and when a character's actions and his stated alignment begin to differ (possibly implying that an alignment change is in order).

You make an alignment check in the much the same manner as you make an ability check, except you cannot take 10 or take 20. You also can't spend luck points to help you succeed on the check, nor can other characters aid you.

Player Alignment Checks

When faced with a choice that tests your character's dedication to his alignment, you can make an alignment check as a means to helping you decide what your character does (sometimes useful if your character is forced to do things beyond your experience or contrary to your own nature). To make an alignment check, you must first decide what aspect of your character's alignment is being tested. Does the situation appeal to (or challenge) your character's sense of propriety or sense of adventure? Is it your character's greedy or noble side being called to the fore?

When deciding, consider some of the core beliefs that go along with a character's alignment.

Good

Altruistic and compassionate, good characters and creatures protect innocent life. Respecting and valuing the welfare, safety, and dignity of sentient beings, good characters also abhor cruelty to non-sentient beings, generally considering them innocent by their very nature.

Evil

Evil characters and creatures debase or destroy innocent life, often for profit but sometimes simply for the sake of destruction. Evil characters are selfish and unfeeling, scorning the welfare, safety, and dignity of all beings.

Lawful

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and make judgments. Law's positive aspects include honor, trustworthiness, obedience to authority, and reliability, but its negative aspects can include close-mindedness, reactionary adherence to tradition, a propensity for condemnation, and a lack of adaptability.

Chaotic

Chaotic characters follow their instincts, resent being told what to do, favor new ideas over tradition, and fulfill obligations only if they feel like it. The positive aspects of chaos include love of freedom, adaptability, flexibility, and the ability to forgive and forget, while the negative aspects can include recklessness, resentment toward legitimate authority, a tendency toward arbitrary actions, and irresponsibility.

Example Alignment Check DCs

Alignment is an aid to roleplaying, not an ill-fitting suit you must wear when you're acting in character, and as such, alignment checks are most useful when you're just not sure what your character might do in a certain situation. Often, you'll find the exercise of choosing which alignment attribute to check and setting an appropriate DC might bring the problem into focus for you so that a check isn't necessary. On the other hand, you might be certain how your character ought to act, but less certain about how fallible or prone to uncharacteristic actions he is. In some sense, alignment checks are sometimes most useful in helping you decide when your character goes astray and when he's actually being true to himself.

Since an alignment consists of two opposing attributes, many checks can be made against either attribute, with success (or failure) with one attribute simply implying the opposite result of checking the other attribute. Generally, though, it's best to make a check against your highest applicable attribute.

The following list shows some typical alignment check DCs.

DC 5: Alignment checks with DCs this low usually aren't worth the trouble unless the situation is truly critical to the adventure or you just want to see what might happen if your character slips. A Good check at this DC might involve deciding whether your character honors a request

for a minor favor from an unimportant NPC (or someone the character thinks is an unimportant NPC) with little or no inconvenience involved—for example, helping an elderly or infirm person drawing water from the town well.

A Law check at this DC might entail answering a simple question from someone conducting an official investigation, making some appropriate sign of respect to an official, or giving a warning glance to a thief or pickpocket you've caught in the act.

DC 10: Alignment checks with DCs this low usually involve mundane events and often aren't worth making except under special circumstances. Checks at this DC should involve at least some effort or inconvenience for the character, so that a DC 10 Good check might involve pursuing an NPC to return a lost purse, delaying a journey or departure to do a needy person some favor, or helping someone deal with a stuck or broken-down cart.

A Chaos check at this DC might involve avoiding doing a favor for a character who's done you favors in the past, taking the time to scrawl disrespectful graffiti on the statue of some corrupt official, or lying about your legitimate business in town when the guard at the gate asks for information.

DC 15: Checks at this DC usually involve things important enough to be worth checking. These are situations that can test anyone's dedication, and may involve genuine danger to the character, require a significant amount of time or effort, or introduce a noteworthy temptation. A Good check at this DC might involve going down a well to rescue a distraught civilian's cat, or undertaking a potentially dangerous quest from a cleric of your faith (though a failed check could imply a demand for compensation rather than outright rejection).

An Evil check at this DC will most likely involve actions that stand to cause real harm to others, such as claiming a lost purse that isn't yours, setting a fire at an inn to cover your escape from the city guard, or directing the brigands pursuing you onto the trail of some innocent passerby.

A Law check at this DC might entail dropping one's plans for an adventure to join a party tracking down an escaped thief, kneeling to an arrogant official, or stepping into the line of fire to prevent an assassination. Chaos checks at this DC might include lying to protect a criminal, deserting a post, gambling with money entrusted to you, or spreading a false rumor to cover your own actions (or just to see what happens).

DC 20: Checks at this DC often involve things too important to leave to the whims of the dice, but for which a check can help you make a difficult decision regarding self sacrifice or avoid bad feelings in the party. A Good check at this DC might involve an act of genuine altruism or great kindness such as sacrificing a magic item to save another character's life, rushing into melee to drag a fallen comrade to safety, or risking the death of a familiar (and the resulting experience point loss) to save another player character's life.

Evil checks at this DC involve actions both premeditated and vile, such as torturing prisoners, murdering a harmless NPC just to get his goods, or casually tossing a *fireball* into a crowded wooden hall as a means of creating a necessary diversion.

A Law check at this DC might involve upholding law and order even when it's painful to do so—promising to release a dangerous prisoner if she agrees to tell you where a kidnap victim is, informing on a fellow PC who's committed a crime, or making a pointless and suicidal charge when ordered by a superior to do so.

Chaos checks at this DC involve consciously undermining authority or being reckless to the point of risk—lying to help a perfect stranger escape punishment for a crime you know he committed, refusing to throw a rope to a trapped comrade because she previously slighted you, or claiming to be some famous (or infamous) person when a guardian or gatekeeper asks your name.

GM Alignment Checks

GMs can use alignment checks to determine changes in a character's alignment or to grant bonuses or apply penalties to other checks. Though player alignment checks are always at the player's discretion, if the GM calls for an alignment check, the player must make it.

Periodic Alignment Checks

The imprecise nature of alignment as a set of guiding principles and the dynamic nature of the game sometimes conspire in such a way that the alignment a player chooses for a character when first created isn't the alignment that the character actually follows as the campaign progresses. Sometimes a player might not have fully considered what the alignment requires; other times, the alignment the player chose just doesn't turn out to be a great match for the personality that the character develops during play.

In either case, a change of alignment is often warranted, but rather than a simple out-of-game agreement, sometimes player and GM might want to simulate a character's slow shift from one set of morals and ethics to another. Sometimes it can be fun to watch a character develop this way, and a player might actually wish to initiate a slow alignment change in order to maximize the roleplaying possibilities. For example, consider the case of a moderately evil character who turns to a life of adventure as a way to reform herself, or a cleric who seeks spiritual purity through her actions in the campaign. In both examples, characters might slowly work through a gradual shift in their alignment attributes on the way to a full alignment change. In other cases (especially when a character has an alignment restriction) the GM might need some way to decide exactly how far the character can go before actually changing alignment and suffering the loss of class abilities. Periodic alignment checks can help in all of these situations.

Making Periodic Alignment Checks

To make a periodic alignment check, the GM simply chooses the attribute to check and assigns a DC as normal. Instead of considering a single event or decision, though, the GM considers the whole of the character's recent actions. Has she been true to her alignment's core beliefs or has she been straying from them? Has a character gone beyond simply being faithful to the tenets of his alignment and behaved instead in a truly exemplary fashion?

Example: *For a character whose actions have pushed the limits of their stated alignment, the GM might call for an alignment check to see if those actions represent a permanent shift. If the check fails, the character loses one or more points in the alignment attribute being checked and*

gains the same number of points in the opposing attribute. Likewise, for exemplary conduct, the GM might call for an alignment check to see if the character has gained some ground, with the character gaining one or more points in the alignment attribute being checked and losing the same number of points in the opposing attribute.

Using this system gives characters a chance to see how their actions and decisions are affecting their alignment, and gives them the choice of either fine-tuning those decisions in order to maintain their alignment, or to accept that their alignment will eventually shift, reflecting their actions over time.

Frequency of Periodic Checks

The GM can call for a periodic alignment check at any time, but between once per adventure and once per game week or month is generally best. For the most part, it's not a good idea to hold players under a constant threat of alignment change unless their behavior has been truly unusual or outrageous.

DCs for Periodic Checks

The minimum DC for a periodic alignment check is 15, but can be higher depending on the character's circumstances. In general, frequent or flagrant deviations from alignment merit higher DCs. Likewise, if a character's actions reinforce his commitment to a particular alignment attribute, the DCs for periodic checks should increase as the character's alignment attribute rating gets higher.

Example: *Talia is a paladin who came from simple peasant stock, good-natured but not deeply religious. Her alignment attribute scores are Law 14/Chaos 7, Good 15/Evil 6, just barely high enough to give her the paladin's required lawful good alignment. During the course of an adventure, Talia has several opportunities to demonstrate her moral and ethical virtues—boldly taking the lead and not backing down against evil opponents, maintaining a vigilance that more than once has gotten other party members out of danger, and on one occasion preventing the party's rogue from 'accidentally' taking possession of more treasure than his rightful share.*

The GM decides that Talia's dedication to the party over her own safety and individual gain imply a commitment to law strong enough to warrant a DC 15 Law check in order to gain 2 points in her Law attribute. When the check succeeds, Talia's Law score rises to 16 while her Chaos score drops to 5. At the same time, because Talia angrily threatened the rogue over his attempted theft from the party, the GM decides her dedication to good has been slightly compromised by that same dedication which has increased her Law score, allowing a DC 18 Good check to gain 1 point in her Good attribute. Talia fails her check, though, keeping her Good and Evil scores the same even as she's reminded the anger she felt toward the rogue carries a price.

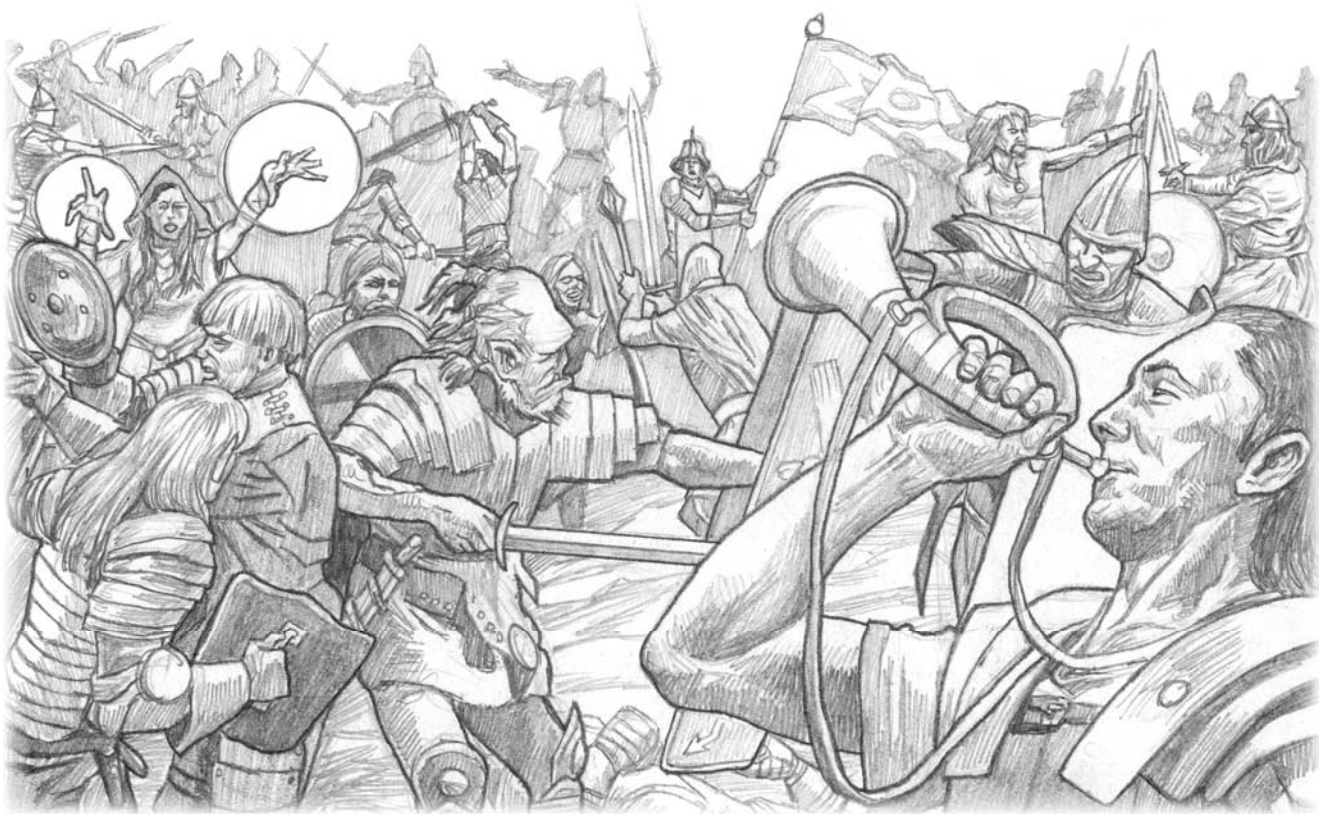
Situational Alignment Checks

Characters often encounter influences, both mundane and magical, that can lead or force them to act in a manner contrary to their alignments. For player characters, such influences usually come in the form of mind-affecting magic, with NPCs also needing to contend with more mundane attempts to sway them (including Bluff, Diplomacy, and Intimidate checks made by PCs).

No matter what the situation, you can use characters' alignment attributes to help determine the success or failure of any attempt to influence them, rolling an alignment check on whatever alignment attribute seems best suited to helping the character oppose the action he's being forced to take. On a check result of 15 or higher, give the character a +1 bonus on the check or saving throw he makes to resist the influence, with an additional +1 for every 2 points that the check result exceeds 15.

Example: *if the PCs are attempting to con their way past a guard (Law 17/Chaos 4, Good 14/Evil 7), it's the guard's law attribute (his sense of duty and loyalty) which is being tested. The player characters will make a Bluff check opposed by the guard's Sense Motive check, but not before the guard makes a Law check with a result of 17, granting a +2 bonus on his Sense Motive check to resist the PCs' influence.*

Alternatively, assume a neutral good fighter PC (Law 12/Chaos 9, Good 19/Evil 2) and a neutral rogue PC (Law 13/Chaos 8, Good 9/Evil 12) fail their saving throws against an enemy wizard's mass charm monster spell. To make a subject do something it would not ordinarily do, the caster must succeed on an opposed Charisma check against the subject, but if the wizard commands the subjects to slay a group of NPC prisoners (convincing the charmed characters the prisoners are an imminent threat), the characters' differing alignments will cause each to react to the order in different ways. Because a good character would normally never slay prisoners out of hand, the neutral good fighter is allowed a Good check, with his +4 attribute bonus giving him the 15 he needs to get a +1 bonus on the Charisma check to disobey the wizard's command. The neutral rogue, however, has a –1 Good bonus, so that her roll of 15 isn't enough to grant her a Charisma check bonus, making her that much more susceptible to the wizard's power.



Chapter Seven: Mass Combat

Perhaps the most epic environment in the fantasy genre is the battlefield. As armies array against one another, sorcerers weave terrifying spells, catapults lob boulders, and soldiers surge forward while commanders issue orders from the front ranks, messengers run from unit to unit, and the chaos of war settles in to stay. Characters can take the role of heroes on the battlefield, conquering cities, leading units to victory against inhuman forces, defeating hordes of undead, and doing whatever it takes to win.

This chapter presents a mass combat system designed to take your fantasy games to the next level. Adapted from Malhavoc Press' *Cry Havoc*, these rules give you the essential building blocks with which you can wage war. While this chapter does its best to provide all the necessary mechanics to define your fantasy battlefields, *Cry Havoc* expands the rules presented in this chapter, adding extra layers of detail to truly bring warfare to your campaigns.

- What Is a Unit? -

Any collection of creatures moving and fighting together can be considered a unit. Most units consist of ten creatures (though larger battles might employ larger units), functioning as a single creature some of the time but remaining a collection of individuals for most purposes. Creatures in a unit typically have identical armor and weapons, but it's possible to form units with mixed equipment or even of mixed creatures.

Unit Combat Statistics

A unit has a melee attack bonus and a ranged attack bonus using the appropriate attack bonus depending on the type of attack (melee attack bonus for melee attacks; ranged attack bonus for missile fire).

Attack Bonus

A unit's **Melee Attack Bonus** equals:

Average base attack bonus + average Strength modifier + size modifier + weapon damage modifier + miscellaneous modifiers

A unit's **Ranged Attack Bonus** equals:

Average base attack bonus + average Dexterity modifier + size modifier + range penalty + weapon damage modifier + miscellaneous modifiers.

Average Base Attack Bonus

A unit's base attack bonus is equal to the average base attack bonus of all the creatures in it. To determine the average base attack bonus for the unit, multiply each base attack bonus by the number of creatures in the unit that have it, add the results, divide by the total number of creatures in the unit, and round down. For units consisting of any number of creatures of a single kind, the average base attack bonus is simply the base attack bonus of each creature.

An average base attack bonus of 6 or more allows a unit to attack more than once when it uses the unit attack action in the same way that an individual creature can attack more than once using the full attack action (see **Class and Level Bonuses** in **Chapter Three** of the *PHB*).

Mass Combat Sequence

Like combat between individuals, unit combat is cyclical, and the order in which units act does not change from battle round to battle round. Generally, the unit combat cycle runs in the following way:

1. Unless there is an ambush or some other circumstance that makes troops and commanders on one side of a battle unaware of their enemies, creatures in unit combat begin the battle ready to fight, and are not caught flat-footed as creatures in individual combat are.
2. The commander-in-chief for each division involved in a battle makes a command check to determine initiative for the battle.
3. The commanders-in-chief for each division direct the units under their command to act in initiative order.

   Units on each side make morale checks as necessary when they or their foes act.
4. When all commanders-in-chief have acted, steps 2 and 3 repeat until battle ends.

Example: *A unit of ten ogres (BAB +3) has an average base attack bonus of +3 (the same as the base attack bonus of each ogre). Likewise, a unit of five ogres (BAB +3) and five bugbears (BAB +2) has an average base attack bonus of +2 ([5 x 3] + [5 x 2] = 25/10 = 2.5 rounded down).*

Average Strength Modifier

The average Strength modifier of all creatures in the unit, calculated in the same manner as the unit's average base attack bonus.

Example: *the same unit of ten ogres (Str 21) has an average Strength modifier of +5 (the modifier for each ogre), while the unit of five ogres (Str 21) and five bugbears (Str 15 for a bonus of +2) has an average Strength modifier of +3 ([(5 x 5) + (5 x 2)] = 35/10 = 3.5 rounded down).*

Average Dexterity Modifier

The average Dexterity modifier of all creatures in the unit, calculated in the same manner as the unit's average base attack bonus.

Size Modifier

The size modifier of a unit is the same as the size modifier of the creatures in it. In a mixed unit, use the most common size modifier. If there is no most common size modifier, use the size modifier for the largest creatures.

Range Penalty

The range penalty of a unit is the same as the range penalty of the ranged weapons it uses (but note that thrown weapons normally suffer no range penalty, though they can only be used under certain circumstances; see **Standard Unit Attack** on page 68). A unit armed with mixed ranged weapons can usually be handled as though all its members are using whatever weapon is most common in the unit. If there is no most common weapon, use the weapon that has the most average range penalty.

Table 7-1: Average Weapon Damage

Die Size	Average Damage
1	1
1d2	1.5
1d3	2
1d4	2.5
1d6	3.5
1d8	4.5
1d10	5.5
1d12	6.5

Table 7-2: Weapon Damage Modifiers

Average Damage*	Modifier
Less than 1	–2
1–3	–1
4–5	+0
5 or more	+ average damage/5**

*If a number falls between two entries on the table, use the lower value. For example if the average damage is 3.5,use a modifier of –1.

**Round down. For example, if average damage is 11.5, the modifier is +2 (11.5/5=2.3 rounded down).

Weapon Damage Modifier

Because a group of orcs armed with knives are less threatening in battle than the same group armed with greatswords, units receive an attack bonus based on the average damage their weapons deal. To calculate average damage for a weapon, first refer to **Table 7–1** for the average result from each type of damage die.

If a weapon deals more than one die of damage, add the value from the table for each die. Once you know the average damage value for the weapon, add the wielder's damage modifier, remembering to include modifiers for two-handed (1-1/2 times Strength bonus) or off-hand weapons (1/2 Strength bonus), and any enhancement bonuses (magic or otherwise). Once the weapon's damage is calculated, find that number on **Table 7–2** to determine the unit's weapon damage modifier.

A unit armed with mixed weapons can usually be handled as though all its members are using whatever weapon is most common in the unit. If there is no most common weapon, use the weapon that deals the most average damage.

Example: *a unit of ten ogres is armed with greatclubs, each dealing 2d6+7 points of damage (+5 Strength modifier x 1-1/2 for being used two-handed). Average damage for 2d6 = 3.5 x 2 = 7, giving a unit weapon damage modifier of +2 (7+7 = 14/5 = 2.8 rounded down). Likewise, a unit of 10 ogres is armed with javelins which deal 1d8+5 points of damage. Average damage for 1d8 is 4.5, giving a unit weapon damage modifier of +1 (4.5+5 = 9.5/5 = 1.9 rounded down).*

Miscellaneous Modifiers

This includes all the assorted combat modifiers creatures can have in the game, including weapon enhancements, racial combat bonuses, and the like. In mixed units, add the most common miscellaneous modifier. If there is no most common miscellaneous modifier in the unit, use the largest positive modifier.

Table 7-3: Unit Combat

Attack Result*	Number of Hits against Armor Class																								
	5	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**19**	**20**	**21**	**22**	**23**	**24**	**25**	**26**	**27**	**28**	**29**	**30**
1	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
7	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
8	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
9	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0
10	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0
11	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0
12	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0
13	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0
14	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0
15	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0
16	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0
17	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0
18	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0
19	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0
20	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0
21	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0
22	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
23	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1
24	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2
25	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2
26	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3
27	16	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3
28	16	16	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4
29	17	16	16	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4
30	17	17	16	16	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5

Multiple Unit Attack Bonuses

In general, a unit can have several different attack bonuses depending on its weaponry.

> **Example:** *a unit of ten ogres will have a +11 melee attack bonus when attacking with greatclubs (+3 average base attack bonus, +7 average Strength modifier, –1 size modifier, +2 weapon modifier) but only a +2 melee attack bonus when throwing its javelins (+3 average base attack bonus, –1 average Dexterity modifier, –1 size modifier, +1 weapon damage modifier) before applying any range penalty.*

Damage

To determine how much damage a unit deals in combat, compare the unit's attack result (1d20 + the unit's attack bonus) with the defender's Armor Class on **Table 7–3: Unit Combat**. Each successful hit removes one damage factor (see **Hit Points**, following) from the defending unit. When a unit attacks a single creature, the number of hits is generally reduced depending on the creature's size.

Armor Class (AC)

A unit's Armor Class is equal to the average Armor Class of all the creatures in it.

> **Example:** *A unit of ten ogres (all AC 16) would be AC 16, while a unit of five ogres (AC 16) and five ogre mages (AC 18) is AC 17 ([5 x 16] + [5 x 18] = 170/10 = 17).*

Hit Points

A unit has no hit points of its own, but its ability to withstand damage is roughly equal to the total hit points of all the creatures in it. Successful attacks against a unit damage the creatures in it and cause those creatures to die or drop out of the unit because of injury.

Damage Factors

To determine when creatures are eliminated from the unit, first divide each creature's hit points by 5 and round down to determine how many damage factors it can withstand (minimum 1). In units

Combat Shortcut: Attack Rolls

A close look at **Table 7–3** reveals a unit of ten creatures score 5 hits when its attack roll exactly matches the target's Armor Class. Using that baseline, the attacker scores an extra hit for every two points the attack roll exceeds the defender's Armor Class or scores one less hit for every two points the attack roll falls short of the defender's AC. Calculating the hit or miss difference allows you to quickly determine the number of hits the attacker scores with any attack roll.

made up of creatures with more than one damage factor each, one creature must be slain before any others suffer damage from an attack (with the exception of area spells, environmental factors such as fire, and some terrain effects). If an attack does not deal enough damage to slay a creature, one creature in the unit is merely wounded, with damage dealt by future attacks affecting wounded creatures first.

In mixed units, allocate hits one at a time between all the kinds of creatures in the unit, starting with wounded creatures (or the creatures with the lowest Hit Dice if there are no wounded creatures in the unit).

To ease bookkeeping during a battle, it's best to prepare a sheet for each unit, showing all the creatures in the unit and their damage factors. Create one row of blanks or boxes for each creature, and arrange all the creatures in the unit into a single column of blanks or boxes. One creature is eliminated from the unit for each complete row of blanks or boxes checked off, with the entire unit eliminated when all its last creature dies.

> **Example:** *In a unit of ten ogres (26 hp), each ogre has 5 damage factors (26/5 = 5.2 rounded down), and the unit's 50 damage factors would be recorded as ten rows of five boxes each. Alternatively, a unit of five ogres (26 hp) and five ogre mages (37 hp) would have 60 damage factors, represented by alternating rows of five boxes (as above) and seven boxes (37 hp/5 = 7.5 rounded down).*

Speed

A unit's speed is the same as the slowest creature in it, with a creature's speed in unit combat calculated as 10 times its normal speed rating (in keeping with a one-minute battle round used for unit combat—see page 67), rounded down to the nearest multiple of 50 feet (each square equals 50 ft. in the unit ground scale). No matter what the creature's normal speed rating, it always has a speed of at least 50 feet in unit combat. A unit can run, but only when ordered to do so (see **Commanders and Orders**, page 74).

Space and Reach

A unit's space depends on the size of the creatures in it, and is determined by multiplying the space entry for the creatures in the unit by the number of creatures. For example, a unit of ten humans (space 5 feet) has a space of 50 feet. When a unit contains mixed creatures, use the most common space entry in the group to determine the unit's space. If there are equal numbers of creatures with the different spaces in the unit, use the largest value.

A unit's reach is the same as the reach of the creatures in it. When a unit contains mixed creatures, use the most common reach in the group to determine the unit's reach. If there are equal numbers of creatures with different reaches in the unit, use the largest value.

Because the unit combat system uses a much larger ground scale than individual combat, reach has much less impact on unit battles than it does in individual combat (see **Attacks of Opportunity**, page 67, and the Guard order, page 80). In general, a unit can make a melee attack against a combatant in an adjacent square (and only an adjacent square), no matter what its reach is.

Special Attacks

Units have whatever special attacks the creatures in them have.

Special Qualities

As would be expected, units have whatever special qualities the creatures in them have.

Saving Throws

A unit's save bonuses are equal to the average save bonuses of all the creatures in it. When a unit suffers an attack that allows a saving throw, the unit makes one saving throw for all the creatures affected by the attack, with all those creatures succeeding or failing the save together.

> **Example:** *A unit of ten ogres has saving throw bonuses of Fortitude +6, Reflex +0, and Will +1 (the same as each individual ogre). Likewise, a unit of five ogres (as above) and five bugbears (Fort +2, Reflex +4, Will +1) has save bonuses of Fortitude +4 ([5 x 6] + [5 x 2] = 40/10 = 4), Reflex +2 ([5 x 0] + [5 x 4] = 20/10 = 2), and Will +1 ([5 x 1] + [5 x 1] = 10/10 = 1).*

A unit automatically succeeds on a saving throw if its die roll is a natural 20, and automatically fails if its roll is a natural 1.

Abilities

A unit's ability scores are equal to the average ability scores of all the creatures that make it up. When a unit must make an ability check, it only makes a single check with this averaged score, and applies the result to the whole unit. Units gain a +2 circumstance bonus on ability checks.

Skills

A unit's skill scores are equal to the average skill scores of all the creatures in it. When a unit must make an skill check, it makes a single check and applies the result to the whole unit. Units gain a +2 circumstance bonus on ability checks.

Feats

Units have whatever feats the creatures in them have.

Morale Bonus

A unit's morale bonus is:

Hit Dice + average Wisdom modifier

Use the Hit Dice of the individual creatures in the unit. In mixed units, use the most common Hit Dice. If there is no most common Hit Dice, use the highest Hit Dice in the unit.

The average Wisdom modifier of all creatures in a unit, calculated in the same manner as the unit's average base attack bonus.

Example: *A unit of ten ogres (4 HD, Wisdom 10) has a morale bonus of 4 (4 Hit Dice + 0 average Wis modifier). Likewise, a unit of five ogres (4 HD, Wisdom 10) and five ogre mages (5 HD, Wisdom 14) uses the larger Hit Dice (5) and an average Wisdom bonus of +1 ([5 x 0] + [5 x 2] = 10/10 = 1) for a morale bonus of +6.*

Example Unit

This unit consists of 10 1st-level hobgoblin warriors, using base statistics as presented in the *MM*.

Hobgoblin 1st Regulars: Melee Attack Bonus +3 [+1 base, +1 Str, +0 size, +1 weapon damage modifier, +0 misc]; Ranged Attack Bonus +2 [+1 base, +1 Dex, +0 size, +0 weapon damage modifier, +0 misc]; AC 15; Damage Factor 1; Space/Reach 50 ft./5 ft.; Darkvision 60 ft.; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +5, Listen +4, Move Silently +5, Spot +4; Alertness

Hobgoblin	1	2	3	4	5	6	7	8	9	10
Damage Factors	❑	❑	❑	❑	❑	❑	❑	❑	❑	❑

- Baseline and Rendezvous Point -

Each division (a particular side or seperate command in a battle) treats one edge of the battlefield as its baseline (usually the edge from which the division enters the battlefield). Before the battle commences, units in the division are deployed within a move or a double move of their division's baseline. Allied divisions usually have the same baseline, but not always.

During a battle, units can be ordered to retreat toward their baseline, or may flee toward their baseline if their morale fails.

Each division involved in a battle also has rendezvous point—a prearranged place on the battlefield where its troops are instructed to go when they don't know what else to do. Troops that find themselves without orders and without nearby enemies to attack can move toward their rendezvous point.

A division's rendezvous point is usually either the center of the battlefield or the center of an enemy's baseline. Other rendezvous points are possible, at the GM's option.

- Initiative -

In a unit battle, the commander-in-chief of each division checks initiative once at the beginning of the battle, with each division involved in the battle acting in initiative order each battle round.

Initiative Checks

At the start of the battle, each commander-in-chief makes a special command check in one of two ways to determine initiative:

- Roll 1d20 + base attack bonus + Charisma modifier.
- Make a Profession (military commander) check.

Once each commander-in-chief has an initiative result, the commanders-in-chief direct their troops in initiative order each battle round, counting down from highest initiative result to lowest. If there are more than two commanders-in-chief involved in the battle, it is best to write down the initiative order.

If two or more two commanders-in-chief have the same initiative check result, they act in order of their total initiative modifier (highest first). If there is still a tie, the commanders-in-chief roll d20 to determine which one goes before the other.

Unit Ambush and Surprise

Most battles take considerable time to get started, which gives the participating troops plenty of time to prepare themselves, unlike individual combat where characters might find themselves in danger without warning. For the most part, units are not considered flat-footed at the beginning of a battle or battle round except when ambushed or surprised. When a battle begins, units that are unaware of the enemy are flat-footed until they take an action, just as individual creatures are when surprised.

- The Battle Round -

Each battle round represents about 1 minute of fighting in the game world. Each battle round begins with the commander-in-chief with the highest initiative result and then proceeds down the initiative sequence, using the same initiative order for each subsequent round. When a commander's turn comes up in the initiative sequence, that commander performs an entire battle round's worth of actions, including directing all her troops to act. (For exceptions, see **Attacks of Opportunity**, below, **Commanders and Orders**, page 74, **Miscellaneous Unit Actions**, page 73.

As with individual combat, a battle round generally refers to a span of time from an initiative count in one round to the same initiative number in the next. Effects that last a certain number of rounds end just before the same initiative count that they began on.

Less often, a battle round is assumed to run from the time the first unit that serves under the commander-in-chief with the highest initiative score acts until the last unit that serves under the commander-in-chief with the lowest initiative score acts.

Directing Troops

On their turns, each player directs the units they control, one at a time (this is called activating the unit). A player must activate each unit under his control once each battle round, even if the activated units do nothing.

Each unit's actions are resolved before moving on to the next unit's turn, though certain events (including attacks of opportunity, readied actions, and orders issued to formations) can interrupt a unit's action.

Once activated, a unit can act for one battle round (see **Unit Actions**, page 68). On their own, most units simply attack the nearest enemy when activated, but a commander can order units to attempt more intricate actions (see **Commanders and Orders**, page 75). While a player can activate any unit on the battlefield, commanders must be fairly close to their units (or at least in line of sight) to give them orders.

Attacks of Opportunity

Unlike individual creatures, units do not threaten the area around them, and a moving unit can pass right by an enemy unit without hindrance. When a unit is in melee contact with another unit, though, it usually cannot move away without provoking an attack of opportunity from the other unit.

A unit provokes an attack of opportunity from an enemy under the following conditions:

- When it makes melee contact with an enemy unit and that enemy unit has greater reach.
- When it is in melee contact with an enemy unit and uses a move action to move at least 50 feet, even if the unit remains adjacent to the enemy and decides to remain in melee contact.
- When it is in melee contact with an enemy unit and adjusts position at least 50 feet, even if the unit remains adjacent to the enemy and decides to remain in melee contact.
- When it is in melee contact with an enemy unit and breaks melee contact without moving (units with ranged attack ability might do this).
- When it is in melee contact with an enemy unit that has greater reach than it does and a failed morale check forces it to break melee contact and move away.
- When it attempts certain types of special attacks, such as a bull rush or overrun.

Other Considerations

If the unit in melee contact with more than one enemy unit moves or adjusts position, it provokes an attack of opportunity from each of those units, though in some cases, a commander can orchestrate a unit's withdrawal from melee contact (or a maneuver while in melee contact) without provoking an attack of opportunity from an enemy unit.

A unit moving through the squares around an enemy unit might provoke an attack of opportunity if the enemy unit has been ordered to guard those squares (see **Commanders and Orders**, page 80), but most other circumstances that would provoke attacks of opportunity in individual combat (such as casting spells or making ranged attacks when an enemy is nearby) do not provoke attacks of opportunity in unit combat.

Making an Attack of Opportunity

An attack of opportunity is a single melee attack made at the unit's highest melee attack bonus (regardless of how many attacks of opportunity the unit makes in a turn). When a unit makes an attack of opportunity, always resolve the attack of opportunity (generally interrupting the actions of the unit that provoked it) before continuing with the rest of the battle round (including any morale check the unit that provoked the attack of opportunity might have to make). If a unit provokes an attack of opportunity at the end of a turn, resolve the attack of opportunity before proceeding to the next turn.

Number of Attacks of Opportunity

Unlike individual combat, a unit can make any number of attack of opportunity each battle round—even against the same foe if that foe provokes more than one attack of opportunity.

Ranged Defensive Fire

A unit armed with thrown or ranged weapons can throw or shoot once at any foe that tries to move into melee contact with it, provided that the unit is not already in melee contact with another foe. This ranged attack is made just before the attacking unit makes melee contact. If the attacker is charging and opts to throw weapons (see page 69), the defensive fire occurs first.

- Unit Actions -

In a normal battle round, a unit can perform a standard action and a move action, or it can perform a double action. A unit can also perform as many free actions as circumstances allow, but note that some free actions a unit can take (such as falling prone) require orders from a commander.

Unit Action Types

As with individual combat, an action's type tells you how long the action takes to perform within the framework of the one-minute battle round and what it allows a unit to accomplish. There are four types of unit actions: double actions, move actions, standard actions, and free actions.

Unless noted otherwise in an action's description, a unit's action is resolved immediately when the unit completes the action. If the action provokes an attack of opportunity, however, resolve the attack of opportunity first.

Standard Actions

A standard action allows a unit to attempt something significant on the battlefield but still have time to move, either before or after the standard action. The most common type of standard action is the attack action, which allows a unit to make one melee or ranged attack (or a series of melee or ranged attacks if its base attack bonus is sufficiently high; see **Standard Unit Attack** later on this page). Other common standard actions include casting a spell with a casting time of 1 standard action, concentrating on an active spell, activating a magic item, and using a special ability.

As noted earlier, a unit can usually take one standard action and one move action in a battle round, but a unit that takes a standard action cannot also take a double action, and vice versa.

A unit that takes a standard action and does not actually move any distance on the battlefield can adjust position (see page 73).

Move Actions

A move action allows a unit to move its speed or perform a similar action such as climbing or getting up from a prone position. A unit can move twice its speed as a double action.

Certain activities that require a move action in individual combat (such as picking up an item, putting away a weapon, or pulling an item out of a backpack) are free actions for units because a battle round is much longer than a regular round.

A unit that takes a move action that does not actually cause it to move any distance on the battlefield (for example, getting up from a prone position) can adjust position (see page 73).

Double Actions

A double action consumes almost all a unit's effort during a round, leaving it no time to do much else. A unit that takes a double action cannot also take a standard action the same round, and vice versa.

A unit that takes a double action and does not actually move any distance on the battlefield can adjust position (see page 73).

Free Actions

Free actions consume only a very small amount of time and effort, so that performing them doesn't affect what the unit can accomplish over the course of a whole battle round. A unit can perform one or more free actions while taking another action normally, however the GM will put reasonable limits on how many free actions a unit can take. Some free actions (such as falling prone) require an order from a commander, and a unit that does not receive such a command cannot perform the action regardless of how little time it would otherwise take.

Not an Action

Some unit activities are not actions at all, but are simply performed as part of another action. For example, a unit might fight defensively as part of an attack or double attack action.

Restricted Activity

In some special combat situations (such as when a unit finds itself under the effects of a *slow* spell or during a surprise round), a unit may be unable to take a full round's worth of actions. In such cases, the unit is restricted to taking only a single standard action or a single move action each round (plus free actions at the GM's discretion). A restricted unit can't take a double action (though it can start or complete a double action by using a standard action).

Unit Actions without Orders

Units left to act on their own in a battle spend most of their time moving around or attacking each other (either with weapons or magic). It's important to remember that even when activated, a unit hasn't necessarily received any orders.

Standard Unit Attack

This is a standard action for a unit. In one battle round, a unit can move its speed (or take a different move action) and then attack, or make an attack and then move (or perform some other move action).

Number of Attacks

If the creatures in the attacking unit are entitled to multiple attacks because of a high base attack bonus, because they have multiple weapons (or double weapons), or for some special reason (such as a feat or a magic item), the unit makes multiple attacks just as though the creatures in the attacking unit were using the full attack action from the *PHB*.

Melee Attacks and Melee Contact

A unit can strike any adjacent enemy (any enemy within 50 feet is considered adjacent to the unit) with a melee attack, no matter what the unit's reach is. When one unit makes a melee attack against another, the two units are said to be in melee contact with each other. The units remain in melee contact until one unit breaks contact, usually by moving away. Breaking melee contact usually provokes an attack of opportunity.

Enemy units can be adjacent to each other without being in melee contact, with melee contact beginning only when one of the adjacent units makes a melee attack against the other.

Ranged Attacks

A unit armed with ranged weapons can shoot or throw at any target that is within the maximum range of those weapons and in line of sight. When shooting or throwing without orders, it aims for the nearest enemy. Unlike individual combat, a unit making a ranged attack does not provoke attacks of opportunity from foes adjacent to it, even if both units are in melee contact.

To determine how far any ranged attack or spell can carry across the battlefield, simply count the squares between the attacker and the target (counting the target's square but not counting the attacker's).

Crossbows

A unit equipped with heavy crossbows fires once (at its full attack bonus) using the attack action, provided the heavy crossbows are loaded. Loading heavy crossbows requires a move action.

A unit equipped with light or hand crossbows can fire once with the attack action and reload immediately as a free action. If the unit does not reload on the turn it fires, it must use a move action to reload later.

A unit equipped with repeating crossbows (light or heavy) can fire at its normal rate of attack, provided that the crossbows' magazines contain enough bolts. Reloading a new case of bolts for a repeating crossbow is a move action.

Thrown Weapons

Because of the ground scale used for unit combat, thrown weapons are useful only against targets in adjacent squares or in melee contact with the throwers. Though thrown weapons normally do not suffer range penalties in unit combat, thrown weapons with a maximum range of 100 feet or more (a range increment of 20 feet) can be used to make a ranged attack against targets within range (but suffer range penalties accordingly).

Choosing an Enemy To Attack

When a unit acting without orders begins its turn in melee contact with a single enemy unit or enemy individual, it attacks that unit or individual with a melee attack, a ranged attack, or a spell.

If a unit acting without orders begins its turn in melee contact with multiple enemy units or individuals, it attacks a target of its choice from those enemy units or individuals with a melee attack, ranged attack, or spell. Likewise, when a unit begins its turn adjacent to one or more enemy units or individuals, it must attack one of those enemies if it can.

If a unit acting without orders can make a ranged attack and it does not begin its turn in melee contact with or adjacent to any enemy unit or individual, it attacks or casts a spell at the closest enemy unit or individual it can see (provided that enemy is in range).

For purposes of ranged attacks, the closest enemy is defined as the enemy unit or individual in line of sight which is the shortest distance from the unit making the ranged attack along a straight line drawn between any part of the unit and any part of the target unit. If the closest enemy is an individual, draw a straight line between any part of the acting unit and any corner of the square containing that individual.

When a unit moves, its closest enemy for melee attacks might be different than its closest enemy for ranged attacks (see **Moving Toward the Closest Enemy**, page 71).

If a unit cannot make a ranged attack and does not begin its turn in melee contact with or adjacent to any enemy unit or individual, it usually either moves toward the closest enemy or stands its ground (though it can cast a spell if it is able). A unit which is close enough can choose to move (or charge) to get into melee contact with its closest enemy, to stand and fire, or to first move toward that enemy to decrease the range. See **Movement and Position** on page 83 for details.

Automatic Misses and Hits

There are no automatic hits or misses in unit combat.

Critical Hits

There are no critical hits in unit combat.

Shooting or Throwing into Melee

If a unit shoots or throws ranged weapons at a target that is in melee contact with an ally, the unit takes a –4 penalty to its attack roll.

If any part of the target is at least 100 feet away from the nearest ally, the unit can avoid the –4 penalty by aiming at that part (though the range for the attack must be measured to that specific area of the target accordingly).

Double Unit Attack

This is a double action for a unit, and the unit can make a double attack only if it does not move (except to adjust position, see page 73) before or after attacking. A double attack works just like a standard attack, except that the unit makes two attacks (or two series of attacks if it is normally entitled to attack more than once during a standard attack). In the latter case, the unit makes its entire first series of attacks before resolving its second series of attacks.

Crossbows

Heavy crossbows cannot be used in a double attack because they require a move action to reload after each shot. Light or hand crossbows can be fired twice (each time at the unit's highest attack bonus) in a double attack. Repeating crossbows (light or heavy) can be used normally in a double attack (provided their magazines hold sufficient numbers of bolts.

Standard Charge

As a standard action, a unit can move up to its speed and make a melee attack against the closest enemy unit (see **Moving Toward the Closest Enemy,** page 71) provided that the charging unit can end its move in melee contact with the enemy. If a single move does not place the charging unit in melee contact with the enemy, the unit must attempt a double move charge (see the following section) instead.

As in individual combat, a charging unit must move before the attack, not after. As well, a charging unit must move along the shortest path to the nearest square from which it can attack the target. Once it enters that square, it makes a single melee attack at its highest melee attack bonus, gaining a +2 bonus on its attack roll but taking a –2 penalty to Armor Class for 1 round.

Table 7-4: Common Unit Actions

Standard Action	Order Required?
Attack (melee)	No
Attack (ranged)	Varies[1]
Attack (unarmed)	Yes
Activate a magic item	Varies[1]
Cast spell (1-action casting time)	Varies[1]
Cast counterspell	Yes[2]
Charge	Varies[1]
Concentrate to maintain an active spell	No
Dismiss a spell	Yes
Drink a potion	No
Guard	Yes
Read a scroll	No
Ready (triggers a standard action)	Yes
Total defense	Yes
Turn or rebuke undead	No
Withdraw from melee contact	Yes

Move Action	Order Required?
Move	Varies[4]
Stand up from prone	No
Load a heavy crossbow	No
Load a repeating crossbow	No
Withdraw from melee contact	Yes

Double Action	Order Required?
Double-move charge	No[1]
Deliver coup de grace	Yes
Double attack	No
Run	Yes

Free Action	Order Required?
Adjust position	No[4]
Draw a weapon	No
Drop prone	Yes
Pick up an item	No
Sheathe a weapon	No
Stand up from kneeling or sitting	No
Retrieve a stored item	No
Drop an item	No
Kneel or sit	Yes
Load a light or hand crossbow[5]	No

No Action	Order Required?
Fight defensively	Yes

[1] No order is required if the unit's target is the closest enemy unit or the closest allied unit (in the case of beneficial spell effects). Attacking a different target requires an order.
[2] A counterspell must first be readied, and requires a Spellcraft check (a free action) to identify the spell the enemy is casting.
[3] Some spell-like or supernatural abilities may take more or less time to activate, as noted in the ability description.
[4] No orders are required if the unit moves toward the closest enemy unit.

Unlike the movement preceding melee combat, a charging unit must move in a fairly straight line. During the movement portion of a charge, a unit can turn only 45° left or right for each square it moves forward. A unit cannot charge if it begins its turn in melee contact with an enemy unit, nor can it charge if its path of movement takes it through another unit or through any terrain feature that slows its movement.

Mounted units armed with lances deal double damage when they charge. Use **Table 7–3** normally, but double the unit's weapon damage modifier. If an enemy unit subjected to a charge attack has weapons that can be set against a charge and has been ordered to guard the area around it, it deals double damage to the charging unit.

A charging unit that makes melee contact with the enemy unit provokes an attack of opportunity from a unit with greater reach (resolve the attack of opportunity before the unit's attack). A unit subjected to a charge attack might be required to make a morale check (see page 91).

Thrown Weapons in a Charge

A charging unit armed with throwing weapons can hurl those weapons just before it makes melee contact and still make a normal melee attack with a light or one-handed weapon. Weapons thrown during a charge do not get the +2 bonus on attack rolls for charging. Charging cavalry armed with lances do not deal double damage in a charge if they throw weapons before impact.

Double Move Charge

As a double action, a unit can move up to twice its speed and make a melee attack against the closest enemy unit, provided that the charging unit can end its move in melee contact with the enemy. If a double move does not place the charging unit in melee contact with the enemy, the unit simply makes a double move toward the enemy instead.

A double move charge follows all the rules for a standard charge, except that the unit does not get to make a standard attack after the charge attack.

Other Unit Combat Actions

Most other combat actions discussed in **Chapter Eight: Combat** of the *PHB* are possible for units. Though most of these actions work the same way for units that they do for individuals, many require orders (see Tables 7–4 and 7–5 for details).

Most actions that would provoke attacks of opportunity in individual combat do not provoke attacks of opportunity in unit combat. When an action does provoke an attack of opportunity in unit combat, its description in this chapter will say so.

Move Actions

Most actions which allow a unit to also perform a standard action are considered move actions, including moving a unit from one place on the battlefield to another, manipulating a unit's equipment, or making changes to position even where those changes don't affect a unit's actual location.

Move

The simplest move action involves moving a unit its speed. A unit that uses this action can't adjust position in the same round.

Breaking Melee Contact

When a unit is in melee contact with an enemy unit, it cannot move away unless it ordered to do so, or unless the result of a morale check forces it to move. Units forced to move away from melee combat because of failed morale checks do not provoke attacks of opportunity unless their opponents have greater reach than they do.

Nonstandard Modes of Movement

Many nonstandard modes of movement are covered by a standard move, including burrowing, climbing, jumping, flying, and swimming. Where such movement simply isn't impossible (a unit of orcs attempting to fly, for example), a unit generally can only use one of these modes of movement if under orders or if it has a speed rating for that mode of movement.

The GM might make certain exceptions to this rule depending on circumstances, so that units storming a castle probably won't need orders to attempt to climb the castle's walls or swim the moat, for example. Likewise, animals trained for war might jump fairly narrow gaps without orders.

Moving toward the Closest Enemy

A unit that moves or charges without orders moves its speed toward the nearest enemy unit or individual. To determine the closest enemy unit or individual for movement, find the shortest path between the unit about to move and any enemy units or individuals in its line of sight. In an open battlefield free of obstacles, the shortest path is the shortest straight line between any part of the acting unit and any part of an enemy. In the case of enemy individuals, trace the path from any part of the acting unit to any corner of the square containing the individual.

In a battlefield strewn with obstacles, the shortest path is the path that requires the moving unit to expend the least movement, or that requires the least time in the case of obstacles that the unit cannot negotiate in a single round. In some cases, the shortest path to an enemy might not be a straight line because the moving unit must maneuver around impassible terrain or skirt terrain that slows it down.

Moving Directly Toward the Closest Enemy

A unit moving without orders must move along the shortest path to the nearest square from which it can attack the closest enemy. Once it enters that square, it stops moving and attacks. If the unit's speed is insufficient to allow it to attack the enemy, it normally moves a second time toward the same enemy. If a different enemy unit is in line of sight and closer than the original enemy after the unit's first move, though, the unit moves toward that enemy instead.

Table 7-5: Miscellaneous Unit Actions

Free Action	**Order Required?**
Draw a hidden weapon	No
Feint	No
Light a torch with a tindertwig	Yes
Lock or unlock weapon in a locked gauntlet	No
Mount or dismount	No
Pick up casualties	Yes
Prepare to throw oil	Yes
Stabilize a dying ally (1 attempt)	Yes
Treat caltrop wound, disease, or poison (1 ally)	Yes

Standard Action	**Order Required?**
Climb (one-quarter unit speed)	Varies[1]
Climb (one-half unit speed)	Varies[1]
Extinguish flames	Yes
Move a heavy object	Yes[3]
Open a door	Yes
Overrun	Yes
Stabilize a dying ally (5 attempts)	Yes
Sunder a weapon	Yes
Sunder an object	Yes
Swim	Varies[1]
Treat caltrop wound, disease or poison (5 allies)	Yes

Move Action	**Order Required?**
Escape from Entanglement[4]	No

Double Action	**Required?**
Stabilize a dying ally (10 attempts)	Yes
Treat caltrop wound, disease or poison (10 allies)	Yes

[1] Units without climb or swim speeds must receive the March order to move by climbing or swimming. Units with climb or swim speeds can sometimes climb or swim without orders depending on the location of their nearest enemy. [2] Units serving as crew for siege engines or vehicles can push their equipment as part of their normal movement.

Units with Ranged Attacks

When a unit without orders is capable of making a ranged attack, it can attack the nearest enemy or can move toward that enemy and then throw or shoot (see **Choosing an Enemy to Attack**, page 69).

Enemies a Unit Cannot Reach

If there is no way for a moving unit to reach a particular enemy unit or individual (for example, some kind of impassible terrain or magical barrier separates the two), that enemy cannot be considered the closest enemy for purposes of movement (though it might be for ranged attacks).

No Enemy in Line of Sight

If a unit moving without orders has no enemies within line of sight, it can still move toward enemy units whose position it's aware of. If not distracted by other units in its line of sight, a unit notices any enemy units within 100 feet and can move toward the closest of those units.

If a unit moving without orders has no line of sight to any enemy and there are no enemy units within 100 feet, the unit moves toward its rendezvous point instead (see page 66), provided the creatures in the unit have Intelligence scores of 3 or higher. Units of creatures with Intelligence less than 3 must stand their ground.

Nonstandard Modes of Movement

When tracing the shortest path to an enemy unit, a unit ignores paths that require it to use a mode of movement it cannot use (or cannot use without orders). For example, a unit without a climb or swim speed ignores paths that would require it to swim across a lake or climb a cliff.

Multiple Modes of Movement

When a unit has more than one speed rating, it traces the path to the nearest enemy unit using the fastest available speed unless a slower mode of movement would bring it into melee contact more quickly. To determine how quickly a unit can reach an enemy, divide the unit's higher speed by its slower speed, and use the result to determine the relative speed. For example, for a unit with a land speed of 300 feet and a climb speed of 150 feet, each foot the unit climbs is equal to 2 feet of normal movement when determining the shortest path to an enemy.

Unseen Dangers

A unit moving without orders cannot avoid hazards it cannot perceive, such as *spike growth* spells or hidden pits.

Manipulating Items

In most cases, moving or manipulating an item is a free action for a unit, but manipulation requiring more time than normal is treated as a move action.

Pushing

A unit designated as crew for a piece of artillery, a wagon, or other wheeled equipment can push equipment as a move action.

Reloading Crossbows

A unit equipped with heavy crossbows or repeating crossbows (light or heavy) can reload them as a move action. Light or hand crossbows can be reloaded as free actions when they are fired, though this limits the number of attacks a unit can make (see page 69).

Rally

A unit that has been forced to rout (see **Unit Routing** on page 92) can attempt to rally itself by making a successful morale check (see page 91). A successful rally is a move action for the unit, but if the rally attempt fails, the unit must rout a double move.

Stand Up

A unit that has dropped prone can stand up as a move action. A unit that has knelt or sat down can stand up as a free action.

Escape from Entanglement

A unit that has become entangled can usually try to escape as a move action, generally requiring a saving throw or an ability check depending on the source of the entanglement. See the description of the entangling weapon, spell, or effect for details.

Miscellaneous Unit Actions

This category includes actions that that don't fit neatly into to the other categories of actions.

Start/Complete Double Action

This action lets a unit start some action that normally requires a double action in 1 round, then complete it the following round with another standard action of the same kind. For example, if spell normally requires a double action to cast, a unit could move its speed and then begin casting as a standard action. The next round, the unit could use another standard action to finish the spell and then move its speed again.

Other Miscellaneous Actions

Most other miscellaneous actions discussed in **Chapter Eight: Combat** of the *PHB* are possible for units. Though these actions work the same way for units that they do for individuals, most require orders (see **Table 7–4**).

Free Actions

As noted earlier, free actions are those actions which take no significant time in a battle, though the GM may limit the number of free actions a unit can perform in a turn. The following are free actions that a unit can use without orders.

Adjust Position

A unit that otherwise moves no actual distance on the battlefield in a round (usually because it has used its move on some other action such as standing up) can adjust its position as a free action, moving a distance equal to no more than its space either before or after its standard action for the round. For example, a unit of 10 humans has a space of 50 feet, and so can move up to 50 feet when it adjusts position.

Adjusting position is similar to a 5-foot step for an individual, but unlike a 5-foot step, adjusting position when in melee contact with an enemy unit usually provokes an attack of opportunity.

Anything that would prevent an individual from making a 5-foot step (such as climbing or swimming) also prevents a unit from adjusting position. A unit that adjusts position without orders must follow the rules for moving without orders and adjust toward the nearest enemy. Among other things, this means that a unit adjacent to or in melee contact with an enemy unit cannot adjust position without an order.

Drop an Item

A unit's creatures can drop any held items at their feet. These items land in the square or squares the unit occupies at the time they were dropped.

Manipulate Item

A unit's creatures can draw or put away weapons, ready or loose shields, retrieve or put away stored items, pick up items whose location they know, and open unlocked doors. It should be noted that most of these activities require move actions in individual combat, but are free actions for units because of the longer battle round.

– Commanders and Orders –

Units function most effectively when commanders guide them. Commanders can help a unit attack more efficiently, choose targets carefully, perform special maneuvers on the battlefield, and perform other actions not available to units acting on their own.

Kinds of Commanders

A division is simply a group of allied units, so any group of allies fighting together in a battle comprises at least one division. A force can have two or more divisions only if each division contains fifty creatures or more, but there is no upper limit to the size of a division. Each division involved in a battle has a commander-in-chief who directs the entire force and determines its place in the initiative order (as noted on page 66).

In addition to its commander-in-chief, each division can also have one subcommander for every one hundred creatures in it. A division can also have additional hero commanders, who must meet certain qualifications (see following).

Serving as a Commander-in-Chief or Subcommander

Any creature with an Intelligence score of 3 or higher can serve as a commander-in-chief or subcommander in a division, provided they train with the units under their command for a minimum of 60 days sometime before the battle. Once formed, a division can periodically absorb additional creatures at intervals of less than 60 days.

Commanders and subcommanders represent the permanent command structure in a division, serving as the division's officers, paymasters, trainers, and disciplinarians. Creatures in the division learn to obey orders from their commander-in-chief and subcommanders as a matter of habit. A commander-in-chief or subcommander needn't be anyone with special abilities, but simply someone the troops know and trust (or fear).

A commander-in-chief cannot command more than one division, nor can a subcommander have more than one subcommand. As well, a single creature cannot serve as both a commander-in-chief and a subcommander, though a commander-in-chief or subcommander can also serve as a hero commander if the character qualifies to do so. Hero commanders have less authority on the battlefield than commanders-in-chief or subcommanders do, but they have more flexibility.

Serving as a Hero Commander

Hero commanders represent additional command know-how added to a division as circumstances permit. Any creature can serve as a hero commander in a division provided it has an Intelligence or Charisma score of 11 or higher and meets at least one of the following criteria:

- Base attack bonus +4 or higher.
- Five or more ranks in Bluff, Intimidate, Diplomacy, or Profession (military commander).
- Has taken the Leadership feat.

A hero commander can serve with a division after training with it for at least 10 days, and is assigned to a single unit at the end of that period. Unlike a commander-in-chief or subcommander, a hero commander can subsequently be assigned to more than one unit, but each extra unit requires an additional 10 days of training.

A hero commander can also take command of another unit during a battle with a successful command check (see the **Assume Unit Command** order on page 78), or assume the position of subcommander or commander-in-chief during a battle.

Command Hierarchy

All the subcommanders in a division are subordinate to the division's commander-in-chief. Hero commanders serve outside the command hierarchy (though they might join it during a battle).

Giving Orders

Commanders can give orders only to units that have been activated. In addition, a commander's ability to issue orders can depend on the commander's place in the command hierarchy, the distance between the commander and the unit receiving the order, and a number of other factors.

Commander-in-Chief

A division's commander-in-chief can give orders to any activated unit in the division within 300 feet when the commander-in-chief and the unit receiving the order have line of sight to each other, or within 100 feet if the commander-in-chief and the unit do not have line of sight.

A commander-in-chief can issue orders to any activated unit in her division, even if those troops also have a subcommander or hero commander assigned to them. A commander-in-chief cannot give orders to troops that are not part of her division, even if those troops are her allies.

Subcommander

A subcommander can give orders to activated units in his subcommand, but cannot issue orders to units in another subcommand (even within the subcommander's own division) or to units in a different division (even when it is allied with the subcommander's division).

Subcommanders can give orders within 150 feet when in line of sight with a unit, or 50 feet when not.

Hero Commanders

Hero commanders must be in the same square as the units they command unless they successfully assumed a command position within the division (see **Become Commander-in-Chief** on page 79). If a unit occupies more than 1 square, a hero commander can issue orders to the unit from any square the unit occupies.

Unlike commanders and subcommanders, hero commanders can attempt to give orders to any allied unit.

Orders With Range Limits

Some orders have their own range limits, as discussed in the following section.

Nonintelligent Creatures

Creatures with Intelligence scores less than 3 can normally receive only a few kinds of orders, and then only if they have been trained or created for combat. However, nonintelligent creatures can receive orders of any kind from commanders who have some way to communicate with them (such as a *speak with animals* spell). In that case, command range is limited to the range of the mode of communication or the order's normal range limit, whichever is less.

Command Checks

Giving an order to a unit requires a successful command check to be made in one of two ways:

- Roll 1d20 + base attack bonus + Charisma modifier.
- Make a Diplomacy or Intimidate check (–5 penalty to either).

The DC for a command check depends on the order given and what unit receives it, as noted in the following sections. In addition, certain conditional modifiers to command checks apply, as noted in **Table 7–7**.

Two or more commanders can cooperate to give an order, if all are within command range of each other and of the unit receiving the order. A commander cannot take 10 or take 20 on a command check.

Failed Orders

When a commander fails a command check to give a unit an order, the player controlling the unit or the commander has several options:

- The unit can be left to act without orders.
- The commander who failed the check can try again to give the same order (or another order) to the unit, though at a higher DC.
- Another commander can try to give the same order (or another order) to the unit.

Whenever new orders are given after a failed check, see **Number of Orders Given** (following), and **Table 7–7: Conditional Command Check and DC Modifiers** on page 77.

Number of Orders Given

A commander can issue one order each battle round as a free action, and can issue additional orders (including in response to a failed command check by himself or another commander) as move actions.

A commander can issue an extra order each round as a free action for every 10 ranks of Profession (military commander) the character has. As well, a commander with the leadership feat can issue an extra order each round as a free action.

When Orders Can Be Given

A commander can give an order whenever a unit under her command takes an action the order can affect. Resolve the attempt to give the order before the unit takes the action. A commander cannot give orders when allied units act (except for hero commanders giving certain kinds of orders) or when the enemy acts.

Orders To Formations

Usually a commander gives an order to a single unit, but a commander can give an order to several units simultaneously if they are in a formation. A formation is any contiguous grouping of units in which every unit in the group is adjacent to at least one other unit in the same group. The formation can be in almost any configuration, so long as there are no gaps between units.

Units that cannot receive orders from the commander giving an order to a formation (because of magical effects, for example) are not considered part of the formation, and constitute gaps in the formation.

When a formation receives an order, all the units in the formation are activated and they must all perform the same action or actions (see **Acting With Orders**, following).

Table 7-6: Summary of Orders

Order Name	Range	Base DC
Advance to Rendezvous Point	Sight	10
Aid Ally	Normal	5
Approach Commander	Sight	5
Assume Unit Command	0 ft.	20
Attack Any Enemy	Normal	15
Attack Exposed Enemy	Normal	5
Become Commander-in-Chief	300 ft.	30
Bolster Attack	50 ft.	10
Bolster Morale	50 ft.	10
Deliver Coup de Grace	Normal	10
Drop Prone	Normal	10
Embolden Unit	0 ft.	—
Fight Defensively	Normal	5
Guard	Normal	10
Light Torch/Fire	Normal	10
March	Normal	15
Melee Maneuver	Normal	10
New Rendezvous	Normal	10
Overrun	Normal	10
Perform Miscellaneous Action	Normal	10
Quick Rally	0 ft.	15
Ready Action	50 ft.	15
Retreat	Sight	5
Run	Normal	10
Shield Wall	Normal	5
Take Over Subcommand	150 ft.	25
Total Defense	Normal	5
Withdraw From Melee Contact	Normal	10
Withhold Attack of Opportunity	50 ft.	10

When measuring the distance between a commander and a formation, trace a straight line from the commander to any unit in the formation, with any units out of the commander's normal range not considered part of the formation and unable to benefit from a formation order. Among other things, this means that hero commanders cannot issue formation orders unless they are also subcommanders or commanders-in-chief .

Number of Orders Received

A unit can receive any number of orders in a battle round, and from any number of commanders. However, each additional order beyond the first (including orders given in response to a failed command check) is more difficult to give effectively, and orders received from multiple commanders are less effective than orders from one commander alone.

Conflicting Orders

A unit in a battle can receive orders from its commander-in-chief, its subcommander (if one has been assigned to it),and any number of hero commanders. From time to time, all these commanders might disagree about what the unit should do next, and they may issue different orders to the unit. In these cases, the unit can obey only one of the orders, and the competing commanders must roll to determine which order the unit obeys.

All the commanders make their command checks, with the DC for each check increasing by +5 for each commander issuing an order. Whichever commander has the highest command check result gets priority, with all other competing orders automatically failing. These failed orders count toward the number of orders their commanders can give, but not against the number of orders the unit has received (as the unit acts as though the failed orders were never given at all.)

If the commander with the highest check result has a result that nonetheless isn't high enough to successfully give his order, that order fails as well. This order is treated like any other failed order, counting both against the number of orders that can be given to the unit and the number of orders given by the commander.

A commander whose attempt at giving orders fails can attempt to issue that order again according to the rules for dealing with failed orders on page 75. Note that this may result in further conflicting orders, though, which must again be resolved by the method described in this section.

Acting with Orders

Except where noted in the sections that follow, a unit acting with orders functions exactly like a unit performing the same action without orders.

The various orders available to commanders are described in the following sections and listed in **Table 7–6: Summary of Orders**.

Formations Acting under Orders

An order issued to a formation sometimes requires special handling, with each unit moving and acting one at a time, just as if they were activated and received orders separately.

Note that in some cases, formations acting under orders may break apart. A formation can be kept together by issuing it the March or Attack Any Enemy order, which give the units in the formation the ability to maneuver so that they remain adjacent to each other after they move or attack.

Table 7-7: Conditional Command Check and DC Modifiers

General Modifiers	Check Modifier
Blocked line of sight[1]	–5
Commander has not trained with the unit prior to battle	–10[2]
Commander-in-chief giving order	+5
Commander is the same creature type as the unit receiving the order	+5
Multiple orders given this turn	–5[3]
Multiple commanders giving orders	–5[4]

Range	Check Modifier
Commander in same space as unit	+5
Commander within 50 feet of unit	+0
Commander more than 50 feet from unit	–5

Creatures in the Receiving Unit[5]	DC Modifier
Aberration	+5
Animal	+10[6]
Construct	+5[7]
Dragon	+10
Giant	+5
Humanoid	+0
Magical beast	+5
Monstrous humanoid	+5
Ooze	+5[7]
Outsider	+10[8]
Plant	+5
Shapechanger	+5
Undead	+10
Vermin	+10[7]

Formation[9]	DC Modifier
Order given to a formation	+1[10]

[1] Refers to line of sight or range between the commander and the unit receiving the order. An order with a range of "sight" cannot be issued to a unit unless both the unit and the commander have line of sight to each other or they share the same space. If the commander is invisible, line of sight between the unit and the commander is blocked unless the unit can see invisible things.

[2] The commander must have first given an order to assume command of the unit (the Assume Unit Command, Become Commander-in-Chief, or Take Over Subcommand orders) to have any chance to give the order at all. This modifier does not apply to the order used to assume command.

[3] Applies cumulatively for each order any commander gives to the unit after the first, no matter which commander gives the orders (except in cases of conflicting orders—see page 76).

[4] Applies cumulatively for each different commander who tries to give orders to the unit during the turn (except in cases of conflicting orders, see page 76). The first commander to give the unit an order during a battle round does not suffer this penalty.

[5] For mixed units, use the most prevalent creature type in the unit. If there are equal numbers of different creatures in the unit, use the type with the most Hit Dice.

[6] These creatures have Intelligence scores of 1 or 2 and can normally only receive orders that can be given to nonintelligent creatures, and then only if trained for war. Commanders that have some way to communicate with these creatures can issue any kind of command to them, provided the commander is within communication range.

[7] If the creatures in the unit have no Intelligence scores, the unit can only receive orders that can be given to nonintelligent creatures, and then only if the creatures in the unit have been created or trained for war. Commanders that have some way to communicate with these creatures can issue any kind of command to them, provided the commander is within communication range.

[8] +5 for outsiders with the lawful subtype.

[9] A formation is a contiguous group of adjacent units (see page 75).

Effects and Duration of Orders

Some orders enable a unit to take certain actions that a unit acting without orders cannot perform. These orders last until the unit finishes the action, whether that action stays in effect only part-way through the unit's turn, until the end of its turn, or until the beginning of its next turn.

Orders that affect a unit's dice rolls stay in effect until the unit's next turn, but only affect rolls made after the order has been given.

Order Descriptions

The range across which any order can be given applies equally to all commanders unless a particular commander has a shorter command range. If the range entry is "normal", the commander giving the order determines the order's range (see **Kinds of Commanders**, page 74).

An order with a range of "0 ft." can be given only to a unit in the same space as the commander, regardless of the commander's normal command range. An order with a range of "sight" can be issued by any commander with line of sight to a unit (or sharing the same space with a unit), no matter what the commander's command range.

Advance to Rendezvous Point

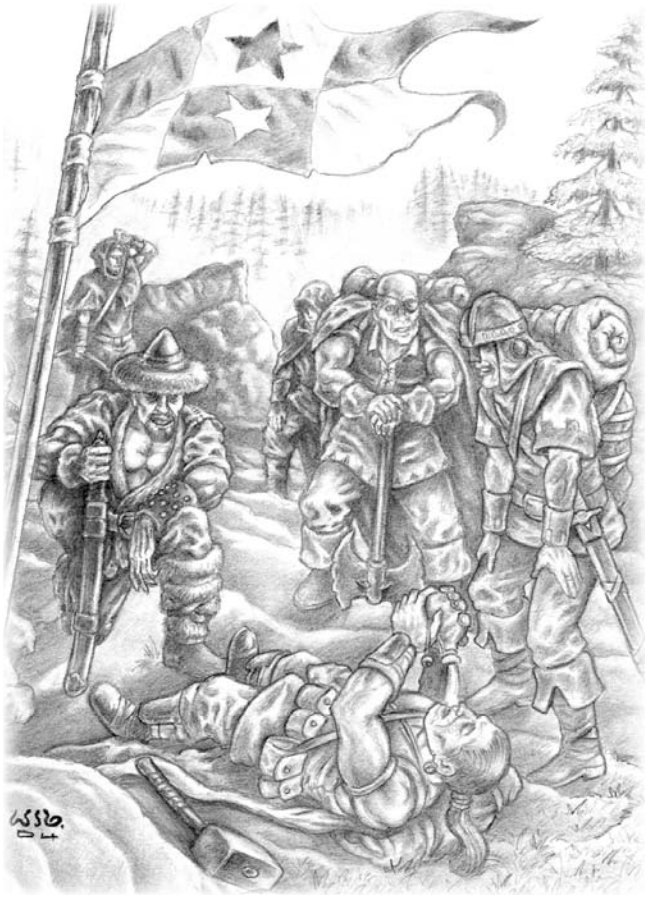
Range: Sight
Base DC: 10

A unit receiving this order makes a single or double move (at the commander's option) toward its rendezvous point. The unit moves toward the rendezvous point along the shortest available path, just as if moving directly toward the nearest enemy.

Aid Ally

Range: Normal
Base DC: 5

The unit receiving this order can use the aid another action to assist , which works as described in **Chapter Four: Skills** of the *PHB* except where noted below. A unit can aid either another allied unit or an allied individual.



To successfully aid another unit in melee combat, the unit receiving the aid must already be in melee contact with an enemy unit, with the aiding unit either already in melee contact with the same enemy unit or moving into melee contact with that enemy unit.

The aiding unit uses a standard action to make an attack roll on **Table 7–3** against AC 10. Aiding the ally requires the aiding unit to score at least 5 hits (though these "hits" do not affect the enemy unit). If the attack roll succeeds, the allied unit gains either a +2 AC bonus or a +2 bonus on attack rolls (at the option of the commander who issued the order) against the selected enemy unit for 1 round.

To aid another unit in combat against an individual, the aiding unit must be in melee contact with the individual as noted above, but its attack roll against AC 10 needs to only score 1 or more hits.

To aid another unit or individual in a skill or ability check, the aiding unit must be adjacent to the individual or unit and must make a DC10 skill check of its own. If the check succeeds, the ally gains a +2 bonus on the same skill checks for 1 round.

Any number of units can aid an allied unit or individual, with the bonuses from all successful attempts stacking.

Approach Commander

Range: Sight
Base DC: 5

A unit receiving this order makes a single or double move (at the commander's option) toward the commander who issued it. The unit moves toward the commander along the shortest available path, just as if moving directly toward the nearest enemy.

This order can be given to units of nonintelligent creatures that have been trained for war or created for war, but such units always make a double move toward the commander.

Assume Unit Command

Range: 0 ft.
Base DC: 20

This order is available only to a hero commander, who joins an allied unit and attempts to become its commander. If the order succeeds, the unit will accept orders from the hero commander for the rest of the battle even if the hero commander has not previously trained with the unit. The new unit commander, however, takes a –5 penalty on command checks when giving orders to any unit with which he has not trained.

A hero commander can take command of any number of allied units in this fashion, though he can only issue orders to units in the same space as him.

A hero commander who makes a successful DC 30 Bluff or Intimidate check can attempt to take command of an enemy unit using this order.

Attack Any Enemy

Range: Normal
Base DC: 15

The commander directs the unit to attack (including making a single move followed by a standard unit attack), charge, or cast a spell at any enemy rather than the closest enemy to the unit. The unit can also be ordered to attack a point on the battlefield to which it has line of effect (most commonly to attack a foe that the commander can see but the unit cannot, or to attack a location where the commander expects an enemy might be concealed).

Add +2 to the DC if the enemy attacked is an individual, or +4 if the unit must attack a point on the battlefield. The regular miss chance applies if the unit does not have line of sight to its target (see **Concealment**, page 86).

This order can also be used to allow a unit to attempt to climb or swim when moving toward the enemy if it doesn't have a climb or swim speed, or to jump if it doesn't have a fly speed. If the order succeeds, the unit must still make the appropriate skill check.

Attack Exposed Enemy

Range: Normal
Base DC: 5

When determining the closest target for an attack, charge, or spell, the unit ignores enemies that have the benefit of any condition that might help thwart the attack by affecting visibility, including cover, concealment, or melee contact with another unit.

Become Commander-in-Chief

Range: 300 ft.
Base DC: 30

The commander giving this order attempts to become the commander-in-chief of a division. If the order succeeds, all units in the division will accept orders from the commander for the rest of the battle as though he were their commander-in-chief, even if the commander has not previously trained with those units. The new commander-in-chief takes a –5 penalty on command checks when giving orders to any unit with which he has not trained, and this order has a maximum range of 300 feet regardless of who gives it.

A hero commander or subcommander can take command of any number of allied divisions in this fashion, adding all the units in those divisions to his own subcommand, along with any subcommanders and hero commanders in those divisions. This command is usually given in order to replace a commander-in-chief killed in battle, but it can also be used to switch commanders-in-chief or to usurp another character's division.

If the commander-in-chief being replaced is unconscious, dead, or out of range, the commander attempting to assume command of the division makes a command check normally. If the check succeeds, the commander becomes the new commander-in-chief for each unit in the division within command range and to which he has line of sight. Units out of range or line of sight continue to take orders from their original commander-in-chief (if that character is still able to give orders), but the new commander-in-chief can attempt to add these units to his division if they come within range or line of sight later.

If a hero commander or subcommander uses this order to seize command of a division from an active commander-in-chief, both commanders must make opposed command checks as described in the section on **Conflicting Orders** (see page 76), though this command check doesn't count against the order limit of the opposing commander-in-chief. The commander with the highest command check result assumes the division command, provided his check result beats the order DC. If the highest command check is unsuccessful, no one has command of the division, but commanders who fail to take over the division or to prevent its takeover can try again.

When determining the DC modifier for the creatures in the units receiving this order, use the most prevalent creature type in the division (see **Table 7–7**).

A hero commander who makes a successful DC 40 Bluff or Intimidate check can attempt to take over an enemy division using this order.

Bolster Attack

Range: 50 ft.
Base DC: 10

The commander helps coordinate the unit's attacks, granting a +2 on all unit attack rolls until the beginning of its next turn.

Bolster Morale

Range: 50 ft.
Base DC: 10

The commander inspires the unit with martial spirit, granting a +2 bonus on all unit morale checks until the beginning of its next turn.

Deliver Coup de Grace

Range: Normal
Base DC: 10

The unit receiving this order can perform a coup de grace against an enemy individual. The coup de grace works as described in the *PHB*, except that each creature in the attacking unit automatically hits the enemy individual, with each hit resolved like any other unit attack against an individual but dealing maximum damage. The individual attacked must make a saving throw for each hit.

If an entire unit has become helpless, divide the attacking unit's hits evenly among the helpless creatures, with the unit making a single saving throw based on the damage the majority of the creatures took.

Drop Prone

Range: Normal
Base DC: 10

As a free action, the unit drops prone, kneels, or sits (at the commander's option) in the space it currently occupies. The unit remains prone until it uses a move action to stand up again (though standing up does not require an order).

Embolden Unit

Range: 0 ft.
Base DC: —

The commander giving this order mingles with the creatures in the unit, improving and maintaining the unit's morale. For 1 round after successfully giving the order, the commander makes a command check whenever the unit would normally make a morale check, with the unit using the command check result as its morale check result.

The commander must remain in the same space with the unit to embolden the unit, and though she can leave if she wishes, the unit loses the benefit of the order if she does so. If this order is given to a formation, the commander can make morale checks for any unit in the formation so long as both the unit and the commander remain part of the formation.

If the unit receiving this order also has received the Bolster Morale order, the commander gains a +2 bonus on any command check she makes in place of a unit's morale check.

A unit that receives this order doesn't get its normal +1 bonus on morale checks from the commander giving the order (see **Table 7–10**), but gets a +1 morale bonus if there is another commander or hero commander with the unit.

Fight Defensively

Range: Normal
Base DC: 5

A unit can fight defensively when using the attack or double attack action, taking a –4 penalty on all attack rolls for 1 round while gaining a +2 dodge bonus to Armor Class. A unit can also fight defensively when using the charge action, but the attack penalty and AC bonus don't begin until after the unit makes its initial melee attack in the charge.

A unit cannot fight defensively when using the double move charge action.

Guard

Range: Normal
Base DC: 10

This variant of the Ready Action order allows a unit to exert some control over the squares adjacent to it. The unit uses a standard action to go on guard, and whenever an enemy leaves an adjacent square, the guarding unit can make a single melee attack against it. Both units make opposed Dexterity checks, with the unit with greater reach (if any) gaining a +5 bonus. If the guarding unit wins the opposed check, it makes a free melee attack against the enemy, which is resolved immediately before the unit moves. If the moving unit wins the opposed check, it manages to stay out of the guarding unit's reach.

A guarding unit automatically makes a melee attack against any enemy that makes melee contact with it. If the enemy making melee contact used the charge action to do so, the guarding unit deals double damage if it is equipped with weapons that can be set against a charge.

The guarding unit can make only one attack per round when on guard unless the creatures in the unit have the Combat Reflexes feat. Failed attempts to attack foes moving near the unit don't count as attacks, but the guarding unit must attack a foe moving nearby unless it receives the order to withhold an attack of opportunity.

This order otherwise works just like the ready action order.

Light Torch/Fire

Range: Normal
Base DC: 10

The unit receiving this order can light torches if equipped with them, or start a fire on the battlefield. Lighting a torch or fire is a free action for units equipped with tindertwigs, or a standard action for units equipped with flint and steel (or some similar source of ignition). Likewise, starting a fire on the battlefield with torches that already are burning is a standard action.

March

Range: Normal
Base DC: 15

The unit receiving this order can make a single move or double move in any direction (at the commander's option), provided it does not attack an enemy this round or cross terrain impassible to it.

This order can also be used to allow a unit to attempt to climb or swim if it doesn't have a climb or swim speed, or to jump if it doesn't have a fly speed. If the order succeeds, the unit must still make the appropriate skill check.

Melee Maneuver

Range: Normal
Base DC: 10

The unit receiving this order can adjust position when in melee contact with enemy units, possibly avoiding attacks of opportunity that should normally result. If the order is successful, the unit can move up to its speed into any space that can hold it, provided that it also remains in melee contact with at least one enemy unit that was in melee contact with it at the beginning of the turn.

Upon moving, the unit makes an opposed Dexterity check against all enemy units in melee contact with it, with the unit with greater reach (if any) gaining a +5 bonus. If the unit moving wins the opposed check, it breaks melee contact but does not provoke an attack of opportunity. If the unit loses the opposed check, it still moves and stays in melee contact with one enemy, but provokes an attack of opportunity when it does so.

New Rendezvous

Range: Normal
Base DC: 10

The unit gains a new rendezvous point, losing any previous rendezvous points for the rest of the battle. The commander can designate any point on the battlefield as a new rendezvous point, but add +5 to the order DC if the point designated is not in the unit's line of sight.

Overrun

Range: Normal
Base DC: 10

The unit receiving this order can use the overrun action, which works just as described in the *PHB* except where noted below.

When one unit overruns another, it uses a standard action to attempt the overrun and a move action to complete it. The unit being overrun can make an attack of opportunity only if it does not step aside to let the acting unit pass. If the creatures in the acting unit have the Improved Overrun feat, the unit being overrun cannot step aside unless the acting unit decides to let the enemy unit do so.

A unit that makes a successful overrun (knocking the opposing unit prone and passing through its space) moves completely through the opposing unit's space and stops on the other side (though the acting unit can turn 45 degrees left or right in the space with the prone opposing unit). If there is an enemy unit in the space the acting unit enters after the overrun, the acting unit must attempt another overrun against that unit (though this does not require another action from the overrunning unit). If the acting unit succeeds again and moves into another space containing an enemy unit, it makes another overrun, repeating the process until it has moved its speed or fails at an overrun attempt.

On a failed overrun attempt, the acting unit ends its turn either prone in the space occupied by the unit it failed to overrun (if knocked prone by its foe) or standing in the space it left before making the failed overrun (if not knocked prone), as noted in the *PHB*. If, after a successful overrun, the acting unit cannot enter a space on the other side of the opposing unit (usually because it is occupied by creatures too large to be overrun or because the terrain

there is impassible), it must return to the space it left when it began the overrun.

A unit can also try to overrun an individual, but in this case, the individual cannot step aside to avoid the overrun. The individual makes an opposed Strength check against the unit (with the unit gaining a +4 bonus), but cannot push back the unit or knock it prone unless it is a minimum of three size categories larger than the creatures in the unit. If an individual less than three size categories larger wins the opposed Strength check, he merely avoids being knocked prone, with the unit continuing its movement as though the overrun attempt were successful.

Once the unit has completed all its overrun attempts, it stops moving and its turn ends unless it receives the March or Attack Any Enemy orders.

Perform Miscellaneous Action

Range: Normal
Base DC: 10

Units can perform most miscellaneous actions mentioned in the *PHB* if ordered to do so. Some miscellaneous actions require no orders (as noted on **Table 7–5**).

Quick Rally

Range: O feet
Base DC: 15

The commander joins a routing unit and attempts to make it rally. The unit receiving this order can attempt to rally as a free action, but if the rally attempt fails, the unit routs as normal.

Ready Action

Range: 50 ft.
Base DC: 15

The commander prepares the unit to take a standard action later in the turn. The ready action for a unit functions as described in the *PHB*, except that a unit's position in the initiative order doesn't change (as a unit's initiative depends only on its commander-in-chief).

For the purpose of using the ready action, a battle round is assumed to run from the time the first unit serving under the commander-in-chief with the highest initiative score acts until the last unit serving under the commander-in-chief with the lowest initiative score acts.

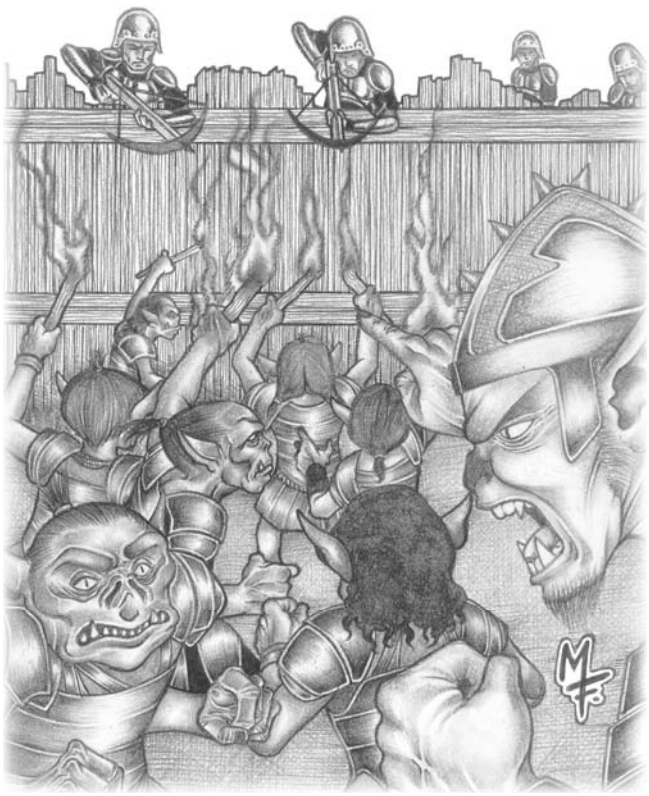
If the unit takes its readied action before the current round ends, there is no effect on the unit, though if the unit does not take its readied action before the current round ends, it loses its action for the current round. The unit remains at the ready during the following round until activated again, at which time the unit can either drop its readied action and function normally or can remain at the ready (though it doesn't require a new order to do so).

Retreat

Range: Sight
Base DC: 5

A unit receiving this order makes a single or double move (at the commander's option) toward its baseline. The unit moves toward the nearest point on the baseline along the shortest available path, just as if moving directly toward the nearest enemy.

A commander in the same space as a unit of nonintelligent creatures can issue this order to that unit, but the DC increases to 15.



Run

Range: Normal
Base DC: 10

The unit receiving this order can use the run action as described in the *PHB*, except as noted below. A unit can run as a move action or a double action, but unlike an individual, a unit has to run in a fairly straight line and can turn no more than 45 degrees for each square it moves forward. As well, a unit ordered to run for two or more consecutive battle rounds must make a DC 15 Constitution check each round to continue running, with the check DC increasing by 1 for each previous check. When the unit fail this check, it must stop running.

A commander in the same space as a unit of nonintelligent creatures can issue this order to that unit, but the DC increases to 15.

A running unit moves toward the nearest enemy or toward its rally point, as appropriate. If a running unit is first given the March order, it can maneuver freely while running.

Shield Wall

Range: Normal
Base DC: 5

A unit must be equipped with large or tower shields to benefit from this order. As a move action, the unit uses its shields as soft cover, with creatures at the edges of the unit overlapping shields to form a barrier while creatures nearer the unit's center hold their shields overhead. The maneuver gives the unit soft cover (+4 bonus to AC but no bonus on Reflex saving throws) for 1 round.

A unit can use a shield wall while attacking but not while charging. A shield wall can be used in conjunction with the Fight Defensively or Total Defense orders (though each order must be issued separately), with the bonuses from these orders stacking.

Take over Subcommand

Range: 150 ft.
Base DC: 25

This order is available only to hero commanders and subcommanders, who choose an allied subcommand and attempt to take it over. If the order succeeds, all units in the subcommand will accept orders from the new subcommander for the rest of the battle, even if the hero commander or subcommander has not previously trained with those units. The new subcommander takes a –5 penalty on command checks when giving orders to any unit with which he has not trained, though, and this order has a range of 150 feet regardless of who gives it.

A hero commander or subcommander can take command of any number of allied subcommands in this fashion, adding all the units in the assumed subcommand to his own subcommand, along with any hero commanders assigned to those units. This command is usually given in order to replace a subcommander who has been killed in battle, but it can also be used to switch subcommanders or to usurp another character's subcommand.

If the subcommander being replaced is unconscious, dead, or out of range, the commander attempting to assume the subcommand makes a command check normally. If the check succeeds, the commander becomes the new subcommander for every unit within range in the subcommand being assumed and to which he has line of sight. Units out of range or line of sight continue to take orders from their original subcommander (if that character is still able to give orders), but the new subcommander can attempt to add these units to his subcommand if they come within range or line of sight later.

A character can also use this order to form a new subcommand out of allied troops not currently assigned to a subcommand, though troops affected must be in range and line of sight, as above.

If a hero commander or subcommander uses this order to seize a subcommand from an active subcommander, both characters must make opposed command checks as described in the section of **Conflicting Orders** (see page 76), though this command check doesn't count against the order limit of the opposing commander or subcommander. The character with the highest command check result assumes the subcommand, provided his check result beats the order DC. If the highest command check is unsuccessful, no one has the subcommand, but commanders who fail to take over the subcommand or to prevent its takeover can try again.

A hero commander who makes a successful DC 35 Bluff or Intimidate check can attempt to take over an enemy subcommand using this order.

Total Defense

Range: Normal
Base DC: 5

As a standard action, the unit focuses on defending itself from attack, gaining a +4 dodge bonus to AC for 1 round. A unit on total defense cannot attack (including taking attacks of opportunity) or perform any activity other than moving its speed for 1 round.

Withdraw from Melee Contact

Range: Normal
Base DC: 10

The unit receiving this order can attempt to break away from enemy units with which it is currently in melee contact. At the base DC of 10, the unit breaks melee contact but remains adjacent to the enemy unit. At a DC of 15, the unit can break away and adjust position to any space where it will fit.

Upon breaking melee contact, the unit makes opposed Dexterity checks against all enemy units in melee contact with it, with the unit with greater reach (if any) gaining a +5 bonus on the opposed check. If the unit breaking melee contact wins the opposed check, it avoids provoking an attack of opportunity when it does so.

A unit can break melee contact and make a single or double move, or even attack another unit, but must receive another order to do so. This is an exception to the rule that a unit cannot adjust position and move in the same turn.

Withhold Attack of Opportunity

Range: 50 ft.
Base DC: 10

The unit receiving this order can opt to withhold an attack of opportunity it would normally have to make against an enemy. If a unit has received the guard order, this order allows it to ignore an enemy moving nearby.

– Injury and Death –

Hit points work essentially the same way in unit combat as they do in individual combat, with damage dealt to a unit by a melee or ranged attack applied to one creature at a time. Each melee or ranged hit deals one damage factor (equal to approximately five points of damage) to one creature in the unit. A wounded creature takes melee or ranged damage until it runs out of damage factors, and if an attack deals more damage than one creature can take, the excess is dealt to the next creature in the unit.

Spells that affect areas, as well as environmental factors and some kinds of terrain can damage several creatures in a unit simultaneously. When such effects deal more damage than one creature in a unit can take, the excess is not dealt to the next creature in the unit.

Death and Dying

When a creature in a unit runs out of hit points, it is eliminated from the unit and is assumed to be dying (somewhere between –1 and –9 hit points, inclusive) for one battle round. It lies prone in the space its unit occupied at the time it ran out of hit points, but if the unit takes up more than one square, randomly determine which square contains the dying creature.

First aid from the Heal skill has no effect on a creature dying on the battlefield, but magical healing will restore both consciousness and as many damage factors as the effect can provide to a wounded creature . For example, a dying creature that receives a *cure light wounds* spell from a 1st-level caster is restored to 1 damage factor.

A formerly injured creature can attempt to rejoin its unit (or any similar allied unit that has lost at least one creature) by moving into any square the unit occupies, making a double move toward the unit it seeks to rejoin immediately upon regaining consciousness. The creature takes the shortest path to the unit but cannot move through enemy units or through any impassable terrain. If the creature cannot rejoin a unit in one double move, it is removed from the battlefield.

If not magically healed by the end of the next battle round, a creature eliminated from a unit cannot be restored to consciousness during the battle, though it is not necessarily dead, and may be recovered after the battle.

Nonliving combatants, such as constructs and undead, cannot be returned to the battle through healing once they have been eliminated.

Carrying Casualties

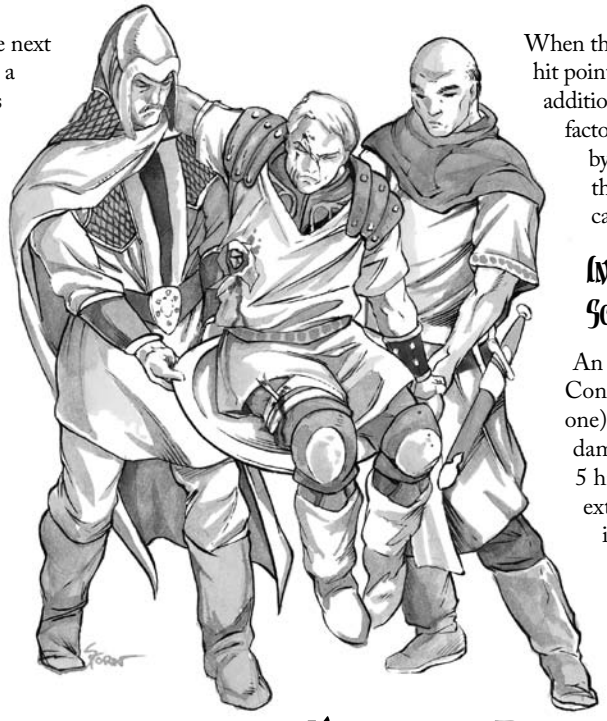
As a miscellaneous free action, a unit can pick up its casualties and carry them along as it maneuvers on the battlefield unless an order would prevent it from doing so.

A unit carrying its casualties suffers no impairments to movement so long as there are more creatures carrying casualties than there are casualties. Once a unit's casualties equal or exceed the number of creatures available to carry them, the unit moves at one-half speed (unless it drops the excess) and cannot use shields. A unit cannot carry more than two casualties for each creature remaining in it.

In mixed units, creatures smaller than the most common creatures in the unit count as half a creature per size category smaller (with a creature two categories smaller counting as a quarter of a creature, and so on). Creatures larger than the most common creatures in the unit count as two creatures per size category larger (with a creature two sizes larger counting as four creatures, and so on).

Temporary Hit Points

When a creature in a unit gains temporary hit points (from an *aid* spell, for example) it gains additional damage factors which should be recorded on the unit's record sheet. These additional damage factors are lost first if the creature later takes damage from an attack.



When the effect that granted the temporary hit points ends, the creature loses the additional damage factors, so that if those factors have already have been removed by damage, there is no effect. As per the *PHB*, lost temporary hit points cannot be restored by magical healing.

Increases in Constitution Score and Current Hit Points

An increase in a creature's Constitution score (even a temporary one) can give that creature more damage factors (one damage factor per 5 hit points gained). As per the *PHB*, extra hit points from a Constitution increase are not lost first, and when the effect that increased the creature's Constitution score ends, the creature immediately loses as many hit points as it gained from the increase.

Nonlethal Damage

Nonlethal damage affects a unit in much the same way as it affects an individual, with a creature in a unit which accumulates more nonlethal damage that it has hit points losing consciousness and falling prone in the space its unit occupies at the time. If the unit takes up more than one square, randomly determine which square contains the unconscious creature. If the creature later receives magical healing, it regains consciousness and can attempt to rejoin its unit as noted in **Death and Dying on the Battlefield**.

Ability Damage and Ability Drain

Because a unit's ability scores are based on the average of all the ability scores in a unit, most ability damage and ability drain can be ignored unless an attack or spell affects the majority of the creatures in the unit. In such cases, the unit's ability scores must be recalculated and the unit's statistics adjusted accordingly.

- Movement and Position -

Unit movement and position are handled by using a grid divided into 1-inch squares, with miniature figures or other markers representing units and their opponents. The standard scale equates each side of a 1-inch square to 50 feet in the game world. Units in adjacent squares are considered 50 feet apart unless they are in melee contact.

Tactical Movement

A unit's rate of movement is governed by its speed, which is 10 times its normal speed rating. A unit can move one square for every 50 feet of speed, but if a unit's speed rating is not evenly divisible by 50, round down to the nearest multiple (minimum 50 feet).

Diagonal Movement

When moving across the grid diagonally, every second square of movement counts as two squares, with the same rule applying to measuring diagonal distances for other reasons, such as weapon and order range, or spell range and area.

Minimum Movement

No matter what the movement costs for the terrain it encounters, a unit can always adjust position, provided that the square it wishes to move to is one that it is allowed to stop in, and that it does not contain terrain or a barrier that are impassible to the unit.

Moving through a Square

A unit can freely pass through any empty square, but when a square contains terrain, an obstacle, or other troops, things aren't as simple.

Allied Units

A unit can move (but not run or charge) through a space occupied by any allied unit. A unit cannot stop in a square containing an allied unit unless the allied unit is prone or considerably larger or smaller than the creatures in the moving unit (see **Creatures of Different Sizes**, following).

Table 7-8: Unit Space and Reach

Creature Size	Space[1]	Squares[2]	Height	Natural Reach
Fine	5 ft. across	1/100	1/2 ft.	0 ft.
Diminutive	10 ft. across	1/25	1 ft.	0 ft.
Tiny	25 ft. across	1/4	2-1/2 ft.	0 ft.
Small	50 ft. across	1	5 ft.	5 ft.
Medium	50 ft. across	1	5 ft.	5 ft.
Large (Long)	100 ft. across	4 (2×2)	5 ft.	5 ft.
Large (Tall)	100 ft. across	4 (2×2)	10 ft.	10 ft.
Huge (Long)	150 ft. across	9 (3×3)	10 ft.	10 ft.
Huge (Tall)	150 ft. across	9 (3×3)	15 ft.	15 ft.
Gargantuan (Long)	200 ft. across	16 (4×4)	15 ft.	15 ft.
Gargantuan (Tall)	200 ft. across	16 (4×4)	20 ft.	20 ft.
Colossal (Long)	300 ft. across	36 (6×6)	15 ft. and up	15 ft. and up
Colossal (Tall)	250 ft. across	25 (5×5)	25 ft. and up	25 ft. and up

[1] For a unit of ten creatures. A unit of twenty creatures requires twice the space, and a unit of fifty creatures requires 5 times the space. For example, a unit of twenty Medium creatures is 100 feet across, and a unit of fifty Medium creatures is 250 feet across.

[2] For a unit of ten creatures. A unit of twenty creatures fills twice the number of squares, and a unit of fifty creatures fills 5 times the number of squares. For example, a unit of twenty Medium creatures occupies 2 squares, and a unit of fifty Medium creatures occupies 5 squares.

Corners

A unit cannot move on the diagonal across the corner of a terrain feature it cannot pass through (though it is possible to attack across such a corner). If the terrain feature is something the unit could normally move through, a unit can move across its corner but must pay any movement cost for the terrain. A unit also can't move across the corner of a space containing another unit unless it could normally move through the unit's space (as it might if the unit is an ally or if the unit contains creatures much larger or smaller than the creatures in the moving unit).

Creatures of Different Sizes

Any unit can move freely through or stop within an area occupied by an allied or enemy unit consisting of creatures three size categories larger or smaller than the creatures in the moving unit. A unit stopped in an enemy's square, even if able to freely move through that square, is in melee contact with the enemy, and provokes an attack of opportunity when entering the square.

Enemy Units

A unit cannot move through the space an enemy unit occupies unless the enemy unit is prone or helpless, unless the creatures in the unit are considerably larger or smaller than the creatures in the moving unit (see the previous), or unless the unit has been given the Overrun order (see page 80).

Hard Going

Obstructions, bad surface conditions, or poor visibility can slow movement. See pages 85-87 for details.

A unit cannot enter a square if it can't pay the movement cost to do so (but see **Minimum Movement**, page 83). For example, a unit with a speed of 300 feet can move 12 squares on a double move. If the unit moves 11 squares, then comes to a swamp (where each square moved counts as two), the unit cannot enter the square until the following round because it only has one square of movement left.

Nonstandard Movement

Some squares do not allow movement except by nonstandard means, such as climbing or swimming (see **Terrain and Nonstandard Movement** on page 97).

Squeezing Through

A unit can squeeze through any area that is at least as wide as one-half its space. The unit treats the area as hard going for the purpose of determining movement costs, and takes a –4 penalty on attack rolls and to Armor Class if it stops there.

Stopping in a Disallowed Square

If a unit ever finds itself accidentally stopping in a square where it is not allowed to stop, it must end its movement by returning to the last square along its path where it could have stopped.

Tumbling

Units with the Tumble skill can attempt to move through enemy units. See the skill description in **Chapter Four** of the *PHB* for details.

Very Small Enemies

Units consisting of Fine, Diminutive, or Tiny creatures can move into or through squares occupied by allied or enemy units, and can stop there. Such units provoke an attack of opportunity when entering a square occupied by an enemy, and a unit stopped in an enemy's square is in melee contact with the enemy.

Flanking

A unit in melee contact with an enemy gains a +2 bonus on its melee attack rolls if an allied unit is also in melee contact with that same enemy on the opposite side. Units containing creatures with the sneak attack ability can sneak attack enemies that they flank.

Table 7-9: Attack Roll Modifiers[1]

Attacker is...	Melee	Ranged
Dazzled	–1	–1
Entangled	–2	–2
Flanking defender[2]	+2	—
Frightened	–2	–2
Invisible	+2[3]	+2[3]
On higher ground	+1	+0
Mounted	+1[4]	Varies[5]
Prone	–4	—[6]
Shaken	–2	–2
Units against individuals	See **Individuals in Combat**	

[1] Attack roll modifiers stack with each other and with most other modifiers, but not with themselves. For example, a unit cannot be entangled twice.
[2] A unit flanks a defender when it is in melee contact with the defender and has an ally in melee contact with the same defender on the opposite side. Units with the sneak attack ability can sneak attack defenders that they flank.
A unit that occupies the same square as an enemy individual flanks that individual.
[3] The defender loses any Dexterity bonus to AC.
[4] The mounted bonus applies only when opponents are fighting on foot and the attackers' mounts are at least one size category larger than the opponents.
[5] The modifier for ranged attacks while mounted depends on the attacker's movement during the battle round.
[6] Most ranged weapons can't be used while the attacker is prone, though prone units can use crossbows at no penalty.

Table 7-10: Armor Class Modifiers

Defender is...	Melee	Ranged
Behind cover[1]	+4	+4
Blinded	–2[2]	–2[2]
Concealed or invisible	See Concealment	
Cowering	–2[2]	–2[2]
Flat-footed	+0[2]	+0[2]
Helpless	–4[3]	+0[3]
Kneeling	–2[4]	+2[4]
Pinned	–4[2]	+0[2]
Prone	–4[4]	+4[4]
Running	+0[2]	+2[2]
Sitting	–2[4]	+2[4]
Stunned	–2[2]	–2[2]

[1] See **Cover**, page 86.
[2] The defender loses any Dexterity bonus to AC.
[3] Treat the defender's Dexterity as 0 (–5 modifier). Rogues can sneak attack helpless or pinned defenders.
[4] The AC bonus for kneeling, sitting, or being prone applies to combatants in the open, but don't stack with the AC bonus from cover. Instead, kneeling, sitting, or prone creatures are treated as being smaller than they actually are when determining the combat effects of certain terrain features (see **Feature Height** page 94).Cover may block line of sight or line of effect for units that are kneeling, sitting, or prone, depending on what provides the cover.

Creature Size in Unit Combat

The amount of space a unit occupies on the battlefield depends on the size of the creatures in it, as shown on **Table 7–8**.

Unit Space

A unit's space marks the border between the fighting area that it occupies and the squares next to it. A unit does not necessarily occupy every square foot of its space, but the unit controls all that space in a battle as it shifts about attacking and defending. As in individual combat, a unit has no front, back, left, or right.

Height

A unit on the ground controls a space above it equal to its height plus its reach. A unit in the air controls a space equal to its height, plus its reach both above and below it. A unit's height also determines how certain kinds of terrain affect its movement and combat capabilities (see **Terrain and Obstacles** on page 94).

Natural Reach

Natural reach is how far the creatures in a unit can stretch to make melee attacks. Because of the unit combat ground scale, natural reach has little effect on unit battles, but it can determine when one unit can make an attack of opportunity on another (see **Attacks of Opportunity** on page 67).

Reach Weapons

In unit combat, reach weapons add +5 feet to a unit's reach if the creatures in the unit are Medium or smaller. Reach weapons double a unit's reach if the creatures in the unit are Large or larger. For example, a unit of humans (Medium) armed with long spears have reach of 10 feet (5 feet of natural reach + 5 feet for using reach weapons). A unit of ogres (Large) armed with long spears have a reach of 20 feet (10 feet of natural reach doubled for using reach weapons).

Unlike individual combat, there is no minimum striking distance for creatures armed with reach weapons.

Combat Modifiers

Units often can gain some combat advantage by seeking a better position for attack or defense.

Favorable and Unfavorable Conditions

Depending on the situation, a unit might find itself at an advantage or disadvantage when in combat with an enemy. Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state, or tactics applies to the defender's AC. The GM decides what bonuses and penalties apply, using **Table 7–9: Attack Roll Modifiers**, and **Table 7–10: Armor Class Modifiers** as guidelines.

Cover

Cover is any object or structure that could potentially block an attack, including walls, trees, castle battlements, and so forth. The Shield Wall order allows a unit to make its own soft cover and carry it along.

When a Unit Has Cover

To determine if a unit has cover, draw a straight line from any corner of the attacker's space to any corner of the defender's space. If at least one such line crosses a battlefield feature that provides cover (see **Feature Height** on page 94), both units have cover against each other.

A unit also has cover if a line drawn as described above passes through another unit made up of creatures the same size or larger than the creatures in the unit being attacked (though this is soft cover—see the following).

An individual has cover when at least one straight line from any corner of the attacker's space to any corner of the square the individual occupies line crosses a battlefield feature that provides cover. An individual has soft cover if a line drawn as described above passes through a unit made up of creatures the same size category or larger than the individual.

Effects of Cover

Cover gives the defender a +4 bonus to AC, prevents attacks of opportunity, and grants a +2 bonus on Reflex saves against attacks that must cross the cover.

Soft Cover

Less substantial cover is designated as soft cover, and provides a +4 bonus to AC but no bonus on Reflex saves. Intervening creatures between two units in combat provide soft cover.

Total Cover

Some terrain features provide total cover and block line of effect. Units with total cover cannot be attacked at all.

Concealment

Concealment is anything that might make it difficult for an attacker to determine exactly where a defender is, or that interferes with the attacker's ability to aim so much that hitting the target becomes more a matter of luck than skill. Concealment is typically provided by fog, rain, snow, smoke, foliage, darkness, shadows, low light conditions (such as moonlight or starlight), or magical effects such as *blur* or *invisibility*.

Concealment Miss Chance

Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.

Total Concealment

If the attacker has line of effect to a target but not line of sight (such as when the target is invisible, or in dense fog, heavy precipitation, or total darkness), the target is considered to have total concealment from the attacker. A defender with total concealment can't be attacked, though an attacker can attack into a square that it thinks the defender occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

An attacker can't execute an attack of opportunity against an opponent with total concealment, even if it knows what square or squares the opponent occupies.

When Concealment Applies

When conditions in an area provide concealment, the concealment applies when a combatant looks into the area, out of the area, or through the area, but does not apply to units in melee contact with each other. Units or individuals with total concealment are effectively invisible, and enemies must correctly guess what squares they're in to have any chance of successfully attacking them.

Unlike cover, concealment depends on the attacker's ability to perceive a foe, so that units containing creatures with darkvision ignore concealment created by nonmagical darkness (assuming that the target is within range). If the unit's darkvision range is not an even multiple of 50 feet, round down to the next lowest multiple.

Likewise, units with low-light vision ignore concealment due to shadows or low-light conditions (assuming that the target is within range), but neither darkvision nor low-light vision provides any benefit against concealment due to fog, rain, snow, smoke, or foliage effects.

– Unusual Attacks –

In addition to some of the special attack options presented in **Commanders and Orders** (see page 74), some types of unit combat require additional rules to properly handle. This includes such activities as attacking objects, disarming opponents, and mounted combat.

Attacking Objects

Units can attack objects in the same fashion as individuals do, except as noted below.

Orders

Units can attack objects only if it receives the order to attack any enemy.

Sundering a Foe's Equipment

This is a melee attack that provokes an attack of opportunity from the defending unit or creature.

When an individual uses a sunder attempt against a unit, resolve the attempt as you would between two individuals, except that the whole unit makes an attack of opportunity against the individual making the sunder attack. If the individual survives the attack of opportunity (see the rules regarding unit attacks against individuals on page 92), the individual makes a normal attack roll and the unit opposes the sunder attempt using its unit attack bonus. Refer to **Table 7–13**, using the defender's attack result instead of AC. For each hit shown on the table, the attacker can strike one object, dealing normal damage to each object struck. The attacker can strike one object multiple times,

or a different object with each hit, or distribute the hits any other way she likes.

When a unit uses a sunder attempt against an individual, the individual makes one attack of opportunity against the unit using **Table 7–13**. After the attack of opportunity, the unit attacks using **Table 7–13**, using the defender's opposed attack result instead of AC. The unit hits the target object once for each hit it scores, rolling damage individually for each hit.

When two units are involved in a sunder attempt, both make attack rolls and each uses the opponent's result as the defender's AC on **Table 7–13**. Each unit strikes one object for each hit scored, rolling damage separately for each hit.

When two individuals are involved in a sunder attempt, resolve the attack as described in the *PHB*.

Units Attacking Unattended Objects

When a unit attacks an unattended object, it uses the same procedure as for unit attacks against individuals (see page 92). Use **Table 7–13** to determine the number of hits the unit scores on the object, subtracting one hit for every 2 points of hardness the object has (round down).

If the target object is 20 feet long or more, the unit still attacks using **Table 7–3**, but any hits the unit scores must be divided evenly among each 10-foot section of the object in melee contact with the unit. Apply any reduction in the number of hits for the object's hardness (as above) after dividing up the hits.

The unit also has the option of attacking a single 10-foot section of the object, in which case it uses **Table 7–13** to determine the number of hits it scores against the object unless the unit's space is 10 feet or less (if composed of Diminutive or Tiny creatures, for example).

Bull Rush

Thanks to the ground scale used for unit battle, the bull rush action isn't very useful in unit combat, as a foe usually can't be moved far enough to be forced out of a square.

Orders

A unit can use a bull rush only when it receives the order to attack any enemy.

Performing a Bull Rush on the Battlefield

To make a bull rush, a combatant must be in melee contact (or move into melee contact) with a foe. As in individual combat, a bull rush is a standard action that provokes an attack of opportunity from the defender. A combatant can also bull rush as part of a charge.

An individual cannot use a bull rush against a unit unless the individual is at least two size categories larger than the creatures in the unit. The individual provokes an attack of opportunity from the whole unit (see the rules regarding unit attacks against individuals on page 92). If the individual survives the attack of opportunity, he and the unit make opposed Strength checks as normal, except that the unit gets a +8 bonus on the check (in addition to the +2 bonus a unit usually gets on ability checks), and an additional +4 bonus if the creatures in the unit have four or more legs or are exceptionally stable. Apply the normal bonus for the size of the creatures in the unit.

A unit can attempt to bull rush any individual, regardless of size. Follow the same procedure used for a individual bull rushing a unit, except that the unit gains +16 on the opposed Strength check.

A bull rush between two individuals or two units is resolved as described in the *PHB*.

Battlefield Uses For Bull Rush

A successful bull rush pushes a foe out of melee contact with a combatant, provided the combatant does not choose to move with the foe. A successful bull rush can also force a foe balancing on the edge of a precipice or at the edge of water to make a Climb or Swim check to avoid falling or going in (see **Terrain and Nonstandard Movement** on page 97).

If a combatant makes a bull rush and decides to move with the foe, it's possible to push the foe back a square, but the attacker must win the opposed check by 50 points or more to do so.

Disarm

It's possible to use the disarm action in unit combat, but as picking up a dropped item is a free action that doesn't provoke an attack of opportunity in unit combat, it's seldom worth the effort.

Orders

A unit can attempt to disarm only if it receives the order to attack any enemy.

Disarming a Foe

This is a melee attack that provokes an attack of opportunity from the defender.

When an individual uses a disarm attempt against a unit, resolve the attempt as you would between two individuals, except that

the whole unit makes an attack of opportunity against the individual. If the individual survives the attack of opportunity (see the rules regarding unit attacks against individuals on page 92), the individual makes a normal attack roll and the unit opposes the disarm attempt using its unit attack bonus. Refer to **Table 7–13**, using the defender's attack result instead of AC. Each hit the unit makes during its attack of opportunity negates one of the attacker's hits, but for each hit that scores, the attacker disarms one creature in the unit.

When a unit uses a disarm attempt against an individual, the individual makes one attack of opportunity against the unit using **Table 7–13**. The unit then attacks using **Table 7–13**, using the defender's opposed attack result instead of AC. Each hit the unit made during its attack of opportunity negates one of the attacker's hits, but the unit disarms the individual if at least one hit scores.

When two units are involved in a disarm attempt, both make attack rolls and each uses the opponent's result as the defender's AC on **Table 7–13**. Each unit disarms one creature in the enemy unit for each hit it scores, but each hit made during the attack of opportunity that precedes the disarm negates one of the enemy's hits (in addition to damaging the attacker).

When two individuals are involved in a disarm attempt, resolve the attack as described in the *PHB*.

Grapple

Combatants seldom resort to wrestling on the battlefield, but they can try it if they want to.

Orders

A unit can attempt a grapple only when it receives the order to attack any enemy.

Starting a Grapple on the Battlefield

To make a grapple attempt, a combatant must be in melee contact (or move into melee contact) with a foe. As in individual combat, a grapple is a melee attack that provokes an attack of opportunity from the defender.

When an individual uses a grapple attempt against a unit, resolve the attempt as you would between two individuals, except that the whole unit makes an attack of opportunity against the individual. If the individual survives the attack of opportunity (see the rules regarding unit attacks against individuals on page 92), the individual makes a melee touch attack to grab an opponent. Each hit the unit makes during its attack of opportunity negates one of the attacker's hits (in addition to damaging the attacker), but if at least one hit scores, the individual grabs one creature in the unit. Both creatures make opposed Strength checks as in individual combat, and if the individual establishes a hold, she has one creature in the enemy unit in her grasp. Note, though, that the attempt to establish a hold automatically fails if the defender is two or more size categories larger than the attacker.

When a unit attempts a grapple against an individual, the individual makes one attack of opportunity against the unit using **Table 7–13**, after which the unit makes a melee touch attack using **Table 7–13**. Each hit the defender made during its attack of opportunity negates one of the attacker's hits (in addition to damaging the attacker), but if at least one hit scores, the unit grabs the individual.

When two units are involved in a grapple attempt, resolve the attempt exactly as between a unit and an individual, except that one attacker grabs one defender with each successful hit (though each hit the defender makes during the attack of opportunity still damages the attacker and negates one of the attacker's hits).

Grapple Results On the Battlefield

Once one combatant establishes a hold on another, any further grapple checks they make are resolved as grapple checks between individuals according to the rules in the *PHB* (and note that anyone attacking the grapplers has an equal chance to deal damage to either of them).

Sneak Attacks

Sneak attacks on the battlefield work much the same way they work in individual combat, and a creature or unit must be caught flat-footed, flanked, or denied a Dexterity bonus to Armor Class against the attacker's melee attacks. Ranged sneak attacks are possible only when the attacker is in melee contact with the defender.

A combatant making a sneak against a unit deals one additional damage factor per die of sneak attack damage (provided the attack deals at least one damage factor on its own). Against an individual, a unit deals sneak attack damage with each hit scored.

Splash Weapons

Splash weapons are thrown weapons that break apart on impact, splashing or scattering some damaging substance over the foe. When a unit attacks with splash weapons, it makes a ranged touch attack against its foe at a +4 bonus (to account for the area effects of the splash).

Trip

Tripping is not a favored battlefield tactic, but it can be useful for slowing down foes that prove hard to attack in more conventional ways.

Orders

Units can attempt to trip only when they receive the order to attack any enemy.

Tripping a Foe

This is a melee attack that provokes an attack of opportunity from the defender unless the attacker uses a weapon capable of making trip attacks.

When an individual uses a trip attempt against a unit, resolve the attempt as you would between two individuals, except that the whole unit makes an attack of opportunity against the individual. If the individual survives the attack of opportunity, he makes a melee touch attack against the unit using **Table 7–13**. The attacker can attempt to trip one creature in the unit for every hit scored, with each individual trip attempt resolved normally.

When a unit makes a trip attempt against an individual, the individual makes one attack of opportunity against the unit using **Table 7–13**. The unit then attacks using **Table 7–13** (no matter what the defender's size), making a melee touch attack. The unit gets one chance to trip the individual for each hit it scores, with each trip attack resolved normally.

When two units are involved in a trip attempt, resolve the attack in the same manner as a unit trip attack against an individual, except that the attacker uses **Table 7–3**.

When two individual are involved in a trip attempt, resolve the attack as described in the *PHB*.

When a unit is subjected to trip attacks, it's likely that some creatures in the unit will be tripped and prone and some will not. If less than half the unit has been tripped, the tripped creatures can stand up as a free action (helped to their feet by those still standing) when the unit is next activated. Resolve any attack made against the unit before the prone creatures stand up as though the whole unit is standing.

If more than half the creatures in a unit have been tripped, the unit must use a move action when next activated to stand up again. Resolve any attack made against the unit before the prone creatures stand up as through the whole unit is prone.

Cavalry Units and Mounted Combat

Any unit of creatures that rides into battle on mounts is a cavalry unit, functioning like a mixed unit except as noted below.

Number of Creatures

A cavalry unit consists of an equal number of riders and mounts. For example, a unit of 10 goblin worg riders consists of 10 worgs and the 10 goblins riding them.

Attacks

Riders and mounts in a cavalry unit have their own attack bonuses. When a cavalry unit attacks, riders and mounts each attack separately.

In mixed cavalry units, use the average attack bonus for all riders and the average attack bonus for all mounts.

Armor Class

Use the average Armor Class of the riders and mounts so long as both attack. If the mounts are noncombatants, use only the riders' AC.

Hit Points

Riders and mounts in a cavalry unit have their own hit points, such that a cavalry unit's damage factors are arranged in pairs (one mount and one rider), with the creature with the most damage factors listed first.

If the mounts are noncombatants, the riders take all damage from melee or ranged attacks.

Height

Use the mounts' height. If mounts are Large or larger, use the "tall" height for the mount's size category.

Speed

Use the mounts' speed.

Space and Reach

Use the mounts' space and either the riders' or the mounts' reach (unless the mounts are noncombatants), whichever is longer.

Special Attacks

A cavalry unit has whatever special attacks the riders and mounts in it have. Riders and mounts use their special attacks separately.

Special Qualities

A cavalry unit has whatever special qualities the riders and mounts in it have. Riders and mounts use their special qualities separately.

Saving Throws

Riders and mounts in a cavalry unit have their own saving throw bonuses, and when a cavalry unit saves, riders and mounts each save separately. In some special cavalry units, mounts can use their rider's saving throw bonuses if those bonuses are better than their own.

In mixed cavalry units, use the average saving throw bonuses for riders and the average saving throw bonuses for mounts.

Abilities

Riders and mounts in a cavalry unit have their own ability scores When a cavalry unit makes an ability check, it uses either the riders' or the mounts' ability, whichever is better.

Skills

Riders and mounts in a cavalry unit have their own skill scores. When a cavalry unit makes a skill check, it uses either the riders' or the mounts' check bonus, whichever is better.

Feats

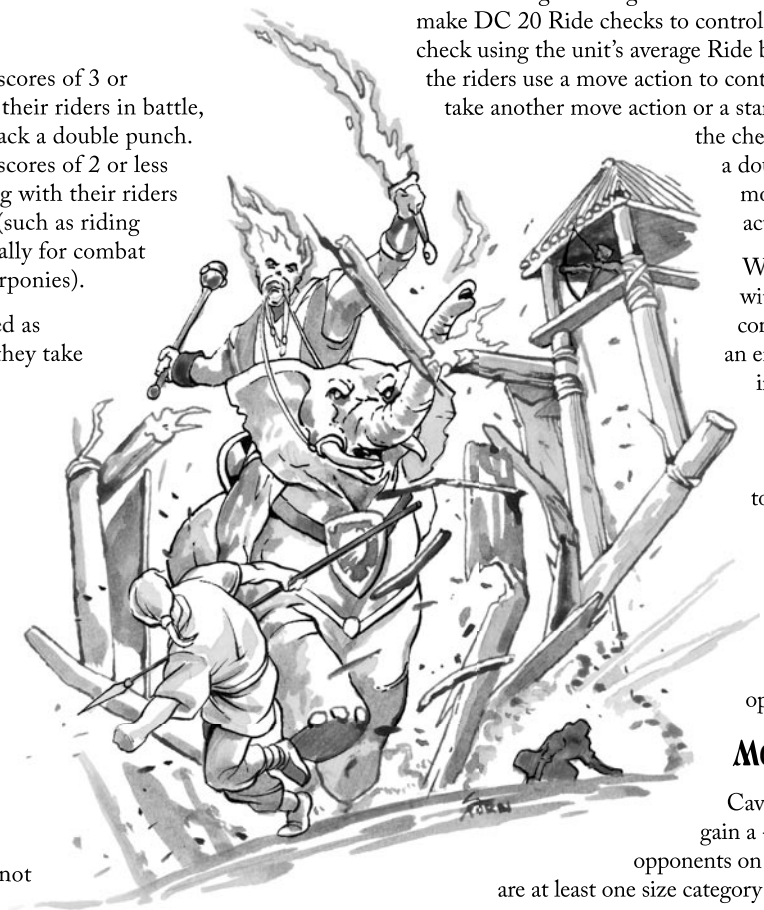
A cavalry unit has whatever feats the riders and mounts in it have. Riders and mounts use their feats separately.

Mounts For Cavalry Units

Creatures can serve as mounts for a cavalry if they are at least one size category larger than their riders. As well, all mounts require at least some training to carry riders (see the Handle Animal skill description in **Chapter Four** of the *PHB*).

Fighting Mounts

Mounts with Intelligence scores of 3 or higher can fight alongside their riders in battle, which allows the unit to pack a double punch. Mounts with Intelligence scores of 2 or less generally do not fight along with their riders unless they are carnivores (such as riding dogs) or are trained especially for combat (such as warhorses and warponies).



Fighting mounts are treated as members of the unit, and they take hits from melee or ranged attacks just like any other member. When a cavalry unit is subject to an area attack (such as an area spell), use the mounts' size to determining how many unit members are affected (see **Table 7–17**). When an area attack affects a mount, it affects its rider, too.

Noncombatant Mounts

Mounts with Intelligence scores of 2 or less that are not carnivores or specially trained for war merely carry their riders around the battlefield, with riders usually dismounting before entering combat.

Noncombatant mounts are considered equipment, and though they are treated as fighting mounts for the purposes of area attacks which affect the unit, they do not take hits from melee or ranged attacks. If it ever becomes important to track causalities among a unit's noncombatant mounts, assume that mounts take about one quarter as much melee or ranged damage as their riders take. For example, if a cavalry unit takes 8 hits in melee, its noncombatant mounts take 2 hits.

Riders for Cavalry Units

To serve as a rider in a cavalry unit, a creature must have at least a +3 bonus to Ride checks (some combination of ranks in the Ride skill or Dexterity bonus that adds up to +3).

Mounted Unit Combat

As noted earlier, riders and mounts in a cavalry unit occupy only the mounts' space on the battlefield, so that any attack that can reach the mounts can reach the riders on those mounts.

A cavalry unit moves as single entity using the mounts' speed, and any move action the riders or the mounts use normally counts as a move action for the whole unit.

Controlling Mounts

The riders in a cavalry unit need not make Ride checks to control and fight with combatant mounts. However, when a cavalry unit equipped with noncombatant mounts begins its turn in melee contact with an enemy unit (or with an enemy individual at least two size categories larger than their mounts), its riders must make DC 20 Ride checks to control their mounts. Make one check using the unit's average Ride bonus. If the check succeeds, the riders use a move action to control their mounts and can take another move action or a standard action that round. If the check fails, the riders must use a double action to control their mounts and can take no other action except to adjust position.

When a cavalry unit equipped with noncombatant mounts first comes into melee contact with an enemy unit (or with an enemy individual at least two size categories larger than their mounts), its riders must also make DC 20 Ride checks to control their mounts. If the check succeeds, the riders can complete the turn normally. If the check fails, the rider's turn ends and the unit can take no further action (including making attacks of opportunity) until its next turn.

Mounted Melee Combat

Cavalry units in melee combat gain a +1 bonus on attack rolls against opponents on foot, provided those opponents are at least one size category smaller than the unit's mounts.

Riders in a cavalry unit equipped with lances deal double damage if the unit charges (roll normally on **Table 7–3** but double the number of hits scored). A charging cavalry unit (or a defending unit set against a charge) also affects morale checks (see **Table 7–11: Morale Modifiers**).

Mounted Ranged Combat

Riders in a cavalry unit can make a normal ranged attack as a standard action when the unit moves (provided the riders are on their mounts). Riders can also make a single ranged attack while their unit makes a double move (at a –4 penalty on the attack roll) or while the unit runs (at a –8 penalty). In either case, the riders make their attacks when the unit has completed half its move.

Casting Spells while Mounted

Riders in cavalry units can cast spells normally if the unit makes a single move. By making a Concentration check, riders can cast spells when the unit makes a double move (DC 10 + spell level) or when the unit runs (DC 15 + spell level). Use the average Concentration bonus of the unit, and if the check fails, the spells are lost.

Eliminating Riders or Mounts

Riders and mounts are eliminated normally from cavalry units. Mounts that lose their riders are assumed to keep pace with the rest of the unit, while Riders that lose their mounts are assume to hitch a ride with their compatriots.

– Morale –

Units in a battle can function only as long as their collective self-confidence holds up. When a single creature's courage fails, it may soldier on, its spirits buoyed up by the presence of its comrades. As a unit suffers casualties, though, more and more creatures in it are likely to lose heart, and there are fewer stalwarts left to keep the unit in action.

When To Check Morale

A unit must check its morale under any of the following combat circumstances:

- The unit suffers damage in combat or from a spell. Make one check for each enemy that damages the unit (but record all the damage dealt by a particular enemy before making the check).
- The unit suffers damage from terrain. Make one check immediately when the damage is dealt.
- The unit is the subject of a charge attack by larger creatures (see **Subject of a Charge Attack**, following). Make one check immediately just before the charging foe makes melee contact.
- Any commander assigned to the unit is killed or rendered unconscious (including hero commanders serving with the unit, the subcommander in charge of the unit's subcommand, and the commander-in-chief of the unit's division) within line of sight of the unit. Make one check when the unit is first activated after the commander is killed or rendered unconscious.
- The unit is routing (see page 92) when it is activated. Make one check when the unit is activated.

Commanders

Commanders and hero commanders do not normally check morale, but a hero commander might need to make an opposed morale check from time to time. To make an opposed morale check, roll 1d20 and add the hero commander's Hit Dice plus his Charisma modifier (not the Wisdom modifier that a unit normally adds; see below).

Units That Do Not Check Morale

Units containing creatures that have no Intelligence scores, and units containing creatures that are immune to mind-affecting or fear effects do not check morale. These units, however, might need to make opposed morale checks from time to time. To make an opposed morale check, roll 1d20 and add the unit's Hit Dice plus its average Charisma modifier.

How to Check Morale

A unit checks morale by rolling 1d20 and adding its morale bonus (Hit Dice + average Wis modifier). Most morale checks are opposed checks, though some have set DCs, but all are subject to the modifiers shown in **Table 7–11**.

Morale Check DCs

The DC for a morale check depends on why the unit must check morale, as noted in the following sections.

Damage in Combat or From a Spell

The combatants make opposed morale checks. If the unit that suffered the damage loses the opposed check, it suffers consequences depending on how badly it lost, as shown on **Table 7–12**.

When a single foe makes multiple attacks against the unit, resolve all the attacks before checking morale. When multiple foes attack the unit, make a morale check after each foe's attack or attacks.

Fall Back, +50 Feet

The unit adjusts position directly away from the enemy. If facing the enemy across the side of a square, the losing unit moves straight

Table 7-11: Morale Modifiers

Circumstance	Modifier
Any commander or hero commander with the unit[1]	+1
Each creature eliminated from the unit	–1
Unit on higher ground[2]	+1
Unit charging	+1
Unit set against charge	+2
Unit has received the Bolster Morale order this turn[3]	+2
Unit has received the Embolden Unit order this turn	Varies[4]

[1] Apply the bonus once no matter how many commanders or heroes are with the unit. This bonus stacks with the bonus from the Bolster Morale order.
[2] Applies when the unit is involved in melee combat and is at a higher elevation than all foes in melee contact with it.
[3] The bonus applies from when the order is given until the unit is activated the next round.
[4] The commander giving the order makes a command check and the unit uses the check result instead of its own morale check. The +2 bonus from the Bolster Morale order applies to the command check, but the commander making the check does not apply a +1 bonus for being with the unit (though a bonus from another commander or hero commander with the unit can be applied).

Table 7-12: Losing an Opposed Morale Check

Winner's Morale Check Is	Consequence To Losing Unit
More than the enemy's, but not twice the enemy's	Fall back, +50 feet
Twice the enemy's, but not three times the enemy's	Fall back, then one move
Three times the enemy's or more	Fall back, then rout a double move

back across the opposite side of the square. If facing the enemy across the corner of a square, the losing unit moves diagonally back across the opposite corner. In either case, the unit then moves another 50 feet away from the enemy. If the unit cannot stop in the space it reaches after moving back, it must continue moving away from the enemy until it reaches a space where it can stop.

If the adjustment and the additional 50 feet of movement would take the losing unit through a space that is impassible to it, the unit instead moves away from the enemy along a path that takes it away from the enemy unit (and without bringing it closer to the enemy). If such a path isn't available, the losing unit moves as far as it can before stopping, then immediately loses one creature (a wounded creature if it has one).

Fall Back, Then One Move

The unit adjusts position directly away from the enemy as noted in the previous section, then moves its speed directly away from enemy. The losing unit must use the path that takes it as far as possible from the enemy, and while able to maneuver around terrain or impassable space, it cannot move back toward the enemy when doing so.

Fall Back, Then Rout a Double Move

The unit adjusts position directly away from the enemy, then moves twice its speed directly away from the enemy (under the same conditions noted previously). As well, the unit must obey all rules for routing (see **Unit Routing**, following).

Commanders and Heroes

A commander with a unit that falls back or routs must fall back or rout along with that unit, but a hero commander with the unit can elect to stay behind in any space the unit occupied before its move.

Damage From Terrain

Make a DC 15 morale check. If the unit fails the check, it stops moving and immediately goes back to the last square it passed through before taking damage.

Subject of a Charge Attack

When a unit is the subject of a charge attack by a unit of creatures at least one size category larger than the creatures in the unit (or from an individual at least two size categories larger than the creatures in the unit), the defending unit makes a morale check exactly as though it has taken damage from the charging enemy (with consequences resolved on **Table 7–12**). The check is made immediately before the charging unit makes melee contact.

If a failed check forces the defending unit to move back, the charging unit can pursue (at the controlling player's option), provided it has not already moved more than twice its speed. If the charging enemy has enough movement to make melee contact with the defender again, the defender must check morale again, with the process repeating itself until the defender stands firm or the attacker's pursuit ends.

Unit Routing

A unit that routed during a previous turn must make a DC 15 morale check immediately upon being activated. If the check succeeds, the unit rallies (recovers from the rout) as a move action, and can take another move action or a standard action to finish its turn. If the check fails, the unit must rout a double move again, moving directly away from the enemy that originally caused the rout (if that enemy is still in the unit's line of sight), or directly away from the nearest enemy unit in its line of sight (if the enemy that caused the rout is not visible).

If no enemy unit is within line of sight, the unit moves toward the nearest point on its baseline, making morale checks in each subsequent round until the unit rallies successfully or reaches its baseline. A routing unit which reaches its baseline without rallying continues moving and leaves the battlefield permanently.

Limits on Routing Units

Until it rallies, a routing unit is panicked (though creatures in the unit do not drop what they carry). A routing unit cannot attack, cast spells, use special attacks, make attacks of opportunity, provide a flanking bonus to an ally, or do anything else that a panicked creature cannot do. As well, the routing unit loses any Dexterity bonus to AC, and enemies that attack a routing unit gain a +2 bonus on attack rolls.

A commander that has routed along with a unit is also considered to be routing, and cannot take any action except attempt to order the unit to rally (or assist with such an order). If the unit fails to rally, the commander again routs along with the unit and cannot take any other actions during the round.

A hero commander with a routing unit can opt to leave the unit when it is activated, but if she does not leave, a hero commander must move along with the routing unit, spending a double action to do so and taking no further actions except to order the unit to rally (or assist with such an order).

– Individuals in Combat –

During a mass combat, player characters can take the roles of commanders, subcommanders, or heroes. They have much more freedom than a unit does, being able to act independently from their larger force. Player characters (and important NPCs and solitary and powerful monsters) can attack enemy units and vice versa, and except as noted in the following pages, combat between units and individuals follows the same rules as combat between units.

Damage to Characters

Whenever a character takes damage in a battle (whether from another character or from a unit), roll the damage normally for the weapon and wielder involved. For example, if a unit of greataxe-wielding orcs scores five hits against a character in battle (according to **Table 7–3**), that character takes 5d12 points of damage (plus any damage the orcs gain from Strength, weapon enhancements, and so on).

A character reduced to 0 or fewer hit points uses the standard rules for disabled and dying characters as described in **Chapter Eight: Combat** in the *PHB*.

Characters Attacking Units

A character who has not joined a unit can attack any enemy combatant adjacent to his square (for melee attacks) or within range of his square (for ranged or spell attacks). Use **Table 7–13: PCs Against Units** to resolve attacks against enemy units, but

Table 7-13: PCs Against Units

Attack Result*	Number of Hits Against Armor Class																									
	5	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**19**	**20**	**21**	**22**	**23**	**24**	**25**	**26**	**27**	**28**	**29**	**30**
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
7	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
8	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
9	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
10	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
11	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
13	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
14	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
15	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
16	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
17	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0
18	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0
19	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0
20	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0
21	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0
22	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0
23	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0
24	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0
25	10	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0
26	10	10	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0
27	10	10	10	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0
28	10	10	10	10	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0
29	10	10	10	10	10	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0
30	10	10	10	10	10	10	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

resolve attacks against enemy characters using the normal combat rules in the *PHB*.

Characters with Units

A character who is part of a unit in melee contact with an enemy unit must attack independently, using **Table 7–13: PCs Against Units**. If the character's unit occupies more than one square, he must occupy a square adjacent to the foe he wishes to attack. If the character's unit is in melee contact with more than one enemy unit, the character must first move to a square adjacent to the enemy he wishes to attack.

A character may make a ranged attack from anywhere within a unit. However, if his unit occupies more than one square and its creatures are the same size category as or larger than the target, the unit itself provides soft cover for the target if the attack passes through one of its squares.

As noted, a character that has not joined a unit is subject to attack from any enemy that can aim an attack into his square.

If the character is part of a unit, he gains certain protections, including immunity to ranged attacks and to most spells while inside the unit (though area spells affecting the whole square the character occupies affect him normally). A character who is part of a unit is likewise immune to melee attacks from enemy units unless he has previously made a melee attack from within his unit. Any enemy unit the individual attacked can make melee attacks against him, provided that it is still in melee contact with his unit and still adjacent to his square. Other enemy units that begin their turns in melee contact with the individual's unit and are adjacent to both his square and that of the unit he attacked can also make melee attacks against him.

The attacking unit makes a full attack against the character's unit using **Table 7–3** but takes a –4 penalty on those attacks. It also makes a single free attack against the individual using **Table 7–13**, but he gains a +4 bonus to Armor Class against this attack.

If more than one character shares the target's square and is vulnerable to attacks from the same enemy unit, the latter must attack all characters-simultaneously. When multiple characters occupy different squares within their unit's space, an attacking

unit can choose which square to attack, though it can still target only those characters who are vulnerable to melee attacks, as described above.

Destruction of a Character's Unit

Whenever a ranged or melee attack from any source eliminates all other creatures in a unit that a character has joined, that character is also at risk of taking damage. If the attack deals just enough damage factors to eliminate all the other creatures in the unit, the character takes no damage and becomes an independent character once more. If the attack deals more damage than necessary to eliminate all the other creatures in the unit, the excess hits carry over to the character. If he has a higher Armor Class than the other creatures in the unit had, each hit has a miss chance equal to the difference in AC x 5% (check once for each hit).

If more than one character is with the destroyed unit, divide any excess hits as equally as possible among them, allocating any odd hits to those with lower AC. Then check for any misses that might occur based on each individual's AC as noted above.

– Terrain and Obstacles –

Battlefield features such as trees, gullies, streams, and hills can affect both movement and combat.

Placement of Terrain

The GM decides the size and location of any terrain feature of the battlefield, but in general, it's best to place the edge of any feature near a line on the grid, so that it's clear when a unit has entered or touched the feature and when it has not. If features are placed elsewhere for aesthetic purposes, it should be clearly indicated where on the grid the feature actually begins and ends. The entries on individual types of terrain in the sections that follow include tips on placement.

Terrain Characteristics

Many kinds of terrain affect movement or combat in similar always.

Feature Height

Some features rise far enough above the surrounding terrain to affect combat by providing cover or blocking line of sight. Because most features don't have completely uniform height above the surrounding terrain (any more than creatures do), they use the same categories for height as creatures use for size: Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, and Colossal. To determine a terrain feature's effect on combat, compare the feature's height category to a creature or unit's size category (using the next smaller size category for "long" creatures).

- **Negligible Height:** When a feature is two or more categories shorter than a unit or individual, the feature's height is negligible and has no effect on adjacent combatants.
- **Low Features:** A low feature is one category shorter than a unit or individual. A combatant adjacent to a low feature or its square might gain cover from the feature (see page 86).
- **High Features:** A high feature is the same height or taller than a unit or individual, providing total cover and blocking both line of sight and line of effect for combatants (even when not in its square or adjacent to it).
- **Kneeling or Prone Creatures:** Treat a kneeling creature as one size category smaller when determining a feature's relative height. Treat a prone creature as two sizes smaller.

Barriers

A barrier is any battlefield feature that is fairly tall but narrow (walls or hedgerows, for example). Barriers have the same height categories as other features, but their height affects movement and combat differently.

- **Negligible Height:** When a barrier is two or more categories shorter than a combatant, the barrier's height is negligible and has no effect on the combatant's movement or combat.
- **Low Barrier:** A low barrier is one category shorter than a unit or individual, and a combatant adjacent to a low barrier might gain cover from the barrier (see **Cover** on page 86). As well, when a combatant enters a square that contains a low barrier, it can cross the barrier by paying an extra square of movement to climb over it. Once on top, it can continue moving or stop atop the barrier. A unit has a –2 penalty on attack rolls and to Armor Class while it remains atop a low barrier, but such units (or any enemy those units attack from atop a low barrier) gain no cover from the barrier.

  Combatants with climb speeds can move onto low barriers at no extra movement cost.
- **High Barrier:** A high barrier is the same height or taller than a unit or individual, providing total cover and blocking both line of sight and line of effect for combatants (whether adjacent to the barrier or not). Combatants cannot cross high

barriers unless they have climb speeds or make Climb checks (see **Terrain and Nonstandard Movement** on page 97).

Reaching Over Barriers in Combat

Because a barrier is treated as negligible, low, or high depending on how tall it is compared to a unit or individual, a taller unit or individual may be able to look or reach over a barrier if adjacent to it. Refer to the table below to determine what effects the barrier has on combat between two units or individuals. (When the taller creature is not adjacent to the barrier, use the barrier height for the smaller unit or creature.)

Barrier Height For Adjacent Taller Foe

Barrier Height For Shorter Foe	Negligible	Low	High
Negligible	Negligible	—	—
Low	Negligible	Negligible	—
High	Low	Low	High

Blocked Line of Sight

Two combatants have line of sight to each other when at least one unobstructed straight line can be drawn between any part of the attacker's space and any part of the defender's space. Opaque features can block line of sight, obstructing such lines, if they are sufficiently tall. In some cases, a feature only blocks line of sight when it fills several squares between two combatants, though any feature that provides total concealment blocks line of sight.

Line of Sight and Melee Attacks

A combatant can make a melee attack against an enemy to which it does not have line of sight, but that enemy has total concealment (50% miss chance and the attacker can't use sight to locate the target).

Line of Sight and Ranged Attacks

A unit cannot make a ranged attack against an enemy to which it does not have line of sight unless it receives the order to attack any enemy (though it still suffers the miss chance for total concealment, as above). An individual can make a ranged attack against an enemy to which he does not have line of sight by deducing which square the enemy occupies, but that enemy has total concealment (50% miss chance and the attacker can't use sight to locate the target).

Line of Sight and Charges

A unit can't charge a enemy to which it does not have line of sight, even if it receives the order to attack any enemy. An individual can charge an enemy to which it does not have line of sight by deducing which square the enemy occupies, but that enemy has total concealment (50% miss chance and the attacker can't use sight to locate the target).

Line of Sight and Attacks of Opportunity

No combatant can make an attack of opportunity against an enemy to which it does not have line of sight.

Blocked Line of Effect

Features that block line of effect are usually tall and solid, but not necessarily opaque (so that it's possible to have line of sight through something but not line of effect, and vice versa).

Line of Effect and Attacks

When a combatant does not have line of effect to a target, it cannot attack or use most spells against that target.

Cover

Features that provide cover do so by stopping or deflecting blows or projectiles. See page 86 for full details on the effects of cover in unit combat.

Damage

Some terrain features can deal physical damage (piercing damage from crossing an area of sharp rocks, for example) or energy damage (fire damage from crossing a volcanic steam field, for example) to combatants that cross them, enter them, or start their turns within them.

Some features might allow a saving throw to negate or reduce the damage, while others might make attack rolls against creatures exposed to them. Unless otherwise noted, all damage, attack rolls, or saving throws associated with a feature are made immediately when a combatant crosses or enters that feature. If a combatant begin its turn in a square with that terrain feature, apply the feature's effect immediately when the combatant is activated (before the combatant takes any actions).

Damage from terrain features is expressed in dice, with individuals damaged by a feature taking the listed damage (roll as indicated). When a unit takes damage from terrain, each creature in the unit takes one damage factor per 5 points of average damage the terrain deals (see **Table 7–1**), but always at least 1 damage factor. If the effect allows a save, make one saving throw and apply the result to the whole unit.

Damage From Falling

Individuals that fall suffer 1d6 points of damage for each 10 feet fallen (maximum 20d6). When a unit falls, each creature in the unit suffers 1 damage factor for each die of falling damage, though some such damage can be made nonlethal (with a successful Jump or Tumble check, or by hitting a soft surface) as noted in **Chapter Eight** of the *DMG*.

Damage and Orders

Most terrain that can inflict damage poses an obvious danger to a unit, such that a unit moving without orders will ignore paths that take it through that terrain when determining its movement. However, if the GM decides that that terrain hazard is not obvious (stakes planted in tall grass, or a steam field crossed in heavy fog, for example), units moving without orders must treat the terrain as if it is not dangerous.

Hard Going

Some features, while not overtly dangerous, don't allow combatants to move through or over them at their best speed. Surfaces such as ice and mud slow movement by being slippery or soft, while thick forest or undergrowth requires effort to push through. Any square containing hard going costs two squares worth of movement to enter, or four squares for diagonal movement, as well as preventing charging or running.

If a square contains two or more kinds of hard going, add the movement costs up. For example, each square of broken ground in a forest counts as four squares of normal movement.

Impassible

Some kinds of terrain are impassible. Combatants cannot cross or enter impassible terrain.

Elevated

Elevated terrain sticks up over the rest of the battlefield, but unlike other features or barriers, it is large and solid enough that combatants can stand on it and move or fight normally as they look down over the battlefield.

Height

Elevation is marked in units of 5 feet, with an elevation blocking line of sight and line of effect when it lies between combatants that are both on lower ground (but not between combatants on higher ground), or when one combatant looks down on an opponent on lower ground.

A combatant on an elevation ignores all barriers, features, and other elevations of equal height when the distance to those features is 10 times the elevation or less. Features of equal or lower height are also ignored whenever the elevated combatant is closer to the feature than its opponent is (when comparing feature height to an elevation's height, use the height value for the feature's height category). When a combatant can ignore a feature, that feature has no affect on line of sight or line of effect and does not provide cover, but when features fill more than one square, check the distances to each square the feature covers when determining if an elevated combatant can ignore it.

Slopes

When an elevated area is connected to the rest of the battlefield by a slope gentle enough to walk up, the elevated area is marked by a rough shape marking the area's edge (an elevation line), with everything outside the line at normal elevation and everything inside 5 feet higher.

Any combatant that has any part of its space on an elevation line is considered to be at that elevation (or at the highest elevation if two or more elevation lines run through the space a combatant occupies). Moving from a lower elevation to a higher one is hard going, not matter how many elevation lines a combatant crosses.

Precipices

A sheer drop-off or a slope too steep to walk up is marked in a manner similar to a slope, but it must be climbed. A combatant cannot stop on a precipice unless it is climbing that precipice.

Water

Water less than half as deep as a combatant is tall poses little hazard or impediment to most creatures that lack swim speeds. However, combatants that cannot breathe water drown if they lose consciousness while in water of any depth.

Wading

Combatants must wade through water more than half as deep as they are tall (but no deeper than they are tall). Wading combatants suffer a –2 penalty on attack rolls.

Swimming

Combatants must swim in water that is deeper than they are tall. Combatants that lack swim speeds cannot use shields while swimming and lose any Dexterity bonuses to Armor Class. They are also considered prone (though getting up from this prone position is considered part of the swimming move).

Combatants that lack swim speeds cannot make any progress swimming without successful Swim checks. Should a combatant fail a Swim check by 5 or more, it sinks and must make a new Swim check immediately as a free action to regain the surface, remaining underwater otherwise. If the combatant has a move action left after sinking, it can try to regain the surface by making another Swim check as a move action, but a combatant that ends its turn underwater may begin to drown.

Drowning

A combatant can hold its breath 6 seconds for each point of Constitution it has (combatants that lack Constitution scores don't need to breathe and so cannot drown). After this period of time, the combatant must make a DC 10 Constitution check every six seconds to continue holding its breath. A full battle round spent underwater requires 10 checks, while a move action spent underwater requires 5 checks, with +1 penalty on the check DC for each previous check.

When a combatant finally fails the Constitution check, it begins to drown. In the first 6 seconds, it falls unconscious (0 hp). In the following six seconds, it drops to –1 hit points and is dying. In the third six seconds, it drowns.

A combatant rescued from drowning can be resuscitated according to the rules for returning a creature eliminated from a unit to combat (see **Death and Dying,** page 82).

A unit that regains the surface after involuntarily sinking must move toward the nearest land in order to leave the water as soon as it is able to do so. Once out of the water, the unit must remain on land for at least 1 round (though it is free to act normally during that round).

A unit can be ordered to swim underwater deliberately, but only if the creatures in it have swim speeds or 5 or more ranks in Swim.

Underwater Combat

Unit combat underwater follows all the rules given in **Chapter Three** of the *DMG*.

Underwater Vision

Water provides concealment (20% miss chance) or total concealment (50% miss chance and the attacker can't use sight to locate the target) according to how clear it is and who's doing the looking (see **Table 7–14: Underwater Concealment**).

Effects of Depth Underwater

Deep water is dark, and even in clear water, there is no light (total darkness) at a depth of 100 feet. Cloudy water is totally dark at a depth of 50 feet, while very cloudy water is totally dark at a depth of 25 feet. In deep water, use either the visibility ranges that the water's clarity allows, or that the available light allows, whichever is less.

In addition, pressure mounts with depth such that combatants without swim speeds take 1d6 points per battle round for every 100 feet they are below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the combatant takes no damage for that battle round.

Table 7-14: Underwater Concealment

	Observer	
Water Clarity	**No Swim Speed**	**Swim Speed**
Clear	Concealment at 100 feet[1]	Concealment at 200 feet[1]
Cloudy	Concealment	Concealment at 100 feet[1]
Very Cloudy	Total Concealment	Concealment

[1] Concealment is total at twice the listed distance.

Terrain and Nonstandard Movement

Some combatants can cross or enter terrain that others find impassible by climbing, jumping, or swimming. Any combatant with a land speed can attempt one of these modes of movement by making the appropriate skill check, while some combatants have climb or swim speeds which allow movement without making checks in most cases. Other combatants have burrow or fly speeds, which allow them to bypass almost any terrain feature at will.

Climbing

Combatants that have climb speeds can scale high barriers and precipices as part of their normal movement. To determine how much movement the combatant spends climbing, use the rule for multiple modes of movement on page 72. Unlike combatants using the Climb skill, combatants with a climb speed generally have their hands free and can use shields, as well as retaining any Dexterity bonus to AC.

Combatants that do not have climb speeds can also scale high barriers and precipices, but must stop at the base of such features. If the combatant was able to reach the barrier or precipice by moving its speed or less, it can use another move action (if available) to scale the barrier or precipice with a successful Climb check.

Any combatant moving while making Climb checks moves at one-quarter land speed (one-half land speed if making an accelerated climb—see the description of the Climb skill in the *PHB*). With a successful Climb check, the combatant moves up the feature at its effective climbing speed, but scaling any high feature uses up at least 50 feet of movement. For example, a unit of humans with a base speed of 30 feet has a land speed of 300 feet in unit combat. That same unit moves 75 feet (one-quarter speed) when climbing in unit combat, with each foot climbed counting as 4 feet moved. Though a climb of 10 feet should thus cost the unit 40 feet of movement, that rounds up to the minimum 50 feet.

On a failed Climb check, a combatant uses up a move action but travels no distance, while a check that fails by 5 or more causes the combatant to fall from whatever height had been previously attained.

To complete any climb, the climber must move off the feature being climbed by leaving the square that contains the feature. A combatant can stop on the feature's square, but is considered to have ended its move climbing if it does so (such that combatants without a climb speed lose any Dexterity and shield bonuses to AC, and can use only one hand to fight).

If the combatant takes any damage before it can complete the climb it might fall, as noted in the Climb skill description in the *PHB*. If a combatant ends its move climbing and the vertical distance remaining is less than twice its height, it can finish the climb on its next move as a free action so long as it has a climb speed or makes a successful Climb check.

When a unit makes a Climb check, make one check using the average Climb bonus for the unit, with the whole unit succeeding or failing the check together. As well, combatants equipped with pitons (see the Climb skill description in the *PHB*) can drive them as a free action while climbing.

Jumping

Most features big enough to show up on a battlefield are too large for broad jumping, though it's possible to place a fairly narrow gap (10 feet wide or less) within a single square. Such gaps make a square impassable to combatants who cannot bridge or jump the gap somehow.

For high jumps, use the same rules as for climbing, except that the unit makes a Jump check instead of a Climb check. A unit that has completed a high jump remains balanced atop the feature it jumped until it moves out of the square containing the feature, and it is treated as a climbing unit (see the previous) until it does so.

When a unit makes a Jump check, make one check using the average Jump bonus for the unit, with the whole unit succeeding or failing the check together. Jumping in unit combat uses the same general rules as in individual combat, except that a unit cannot fall into the feature it was attempting to jump. Instead, any failed Jump check uses up a move action and leaves the unit prone in the space from which the jump was attempted.

Because of the ground scale for unit combat, any combatant can make a running jump in a square, provided that square's terrain does not constitute hard going.

Swimming

Combatants that have swim speeds can cross water as part of their normal movement, and do not need to make a skill check to do so. To determine how much movement the combatant spends swimming, use the rules for multiple modes of movement on page 72.

Combatants that do not have swim speeds can also cross water, but must first stop at the edge of the water feature, and do have to make a skill check. If the combatant was able to reach the feature by moving its speed or less, it can use another move action (if it has one available) to move across the water feature using the Swim skill.

With a successful Swim check, a combatant can move across a water feature at one-quarter it's land speed, but swimming any feature uses up at least 50 feet of movement (as for climbing). On a failed Swim check, a combatant uses up a move action but travels no distance.

To complete any swim, the swimmer must move off the feature being crossed by leaving the square that contains the feature. A combatant can stop on the feature, but is considered to have ended its move swimming if it does so. If the distance remaining to swim is less than twice its height, a combatant which finished its last move swimming can finish the swim on its next move as a free action so long as it has a swim speed or makes a successful Swim check.

When a unit needs to make a Swim check, make one check using the average Swim bonus for the entire unit, with the whole unit succeeding or failing on the check together. If the unit fails its initial check to swim across a water feature, the unit does not sink to the bottom, but simply expends a move action and stays in the square from which it tried to cross the body of water. However, if a unit begins its move in the water, a failed Swim check might cause it to sink and possibly drown. See page 96 for rules on drowning.

Burrowing

A combatant with a burrow speed can burrow as part of its normal movement. To determine how much movement the combatant spends burrowing, use the rule for multiple modes of movement on page 72, though a combatant must always expend at least 50 feet of movement when burrowing.

A burrowing combatant goes underground, where it has total cover against combatants on the surface. Line of sight and line of effect are blocked from the surface to any burrowing combatant(though combatants with the tremorsense special quality notice adjacent combatants). One burrowing combatant can make melee contact with another provided it can burrow to the correct location, but burrowing combatants cannot make attacks of opportunity against each other unless they find themselves in a chamber or other open space.

Some burrowing creatures leave usable tunnels behind them (see individual creature descriptions in the *MM)*. When burrowing units create tunnels, such tunnels are half as wide as the burrowers' own space (though a burrowing combatant never suffers a penalty on attack rolls or an AC penalty for being in a tunnel created by itself or another of its own kind).

When a burrowing individual leaves a tunnel, any individual of the burrower's size or smaller can use the tunnels as hard going. An individual one size category larger than the burrower can squeeze through the tunnel (suffering speed and combat penalties accordingly), while individuals two or more size categories larger than the burrower find such tunnels impassable.

Flying

Combatants with fly speeds can ignore most terrain features simply by flying over them, and gain all the benefits of elevation according to their altitude. A flying creature's movements are limited by its maneuverability as noted in the *DMG*, but a unit of such creatures pivots at its center when turning in the air.

- Battlefield Magic -

Potent magic can often decide the course of battle all by itself, but a force that takes to the field with superior magic can only expect to win if it employs magical resources effectively. Except where noted in the following sections, battlefield magic follows all the rules laid down in **Chapter Ten** of the *PHB*.

Concentration

The same things that disrupt the concentration required to cast a spell in individual combat can disrupt spells on the battlefield as well, though certain details change when whole units of spellcasters are involved.

Damage

When a unit takes damage while casting a spell, the unit must make a Concentration check (DC 15 + the spell's level + the number of hits the unit takes). If an individual takes damage while casting a spell, the DC remains 10 + the spell's level + points of damage taken, but in either case, if the combatant fails the check, the spell is lost just as though it had been cast without effect.

In unit combat, the interrupting event strikes during spellcasting if it comes between the time a combatant starts and completes a spell (for a spell with a casting time of 1 battle round or more) or if it comes in response to casting the spell (such as a readied attack made to disrupt the casting).

Whenever the unit combat ground scale is in effect, spellcasting on the battlefield does not provoke an attack of opportunity.

When a combatant is taking continuous damage (from terrain or an ongoing spell, for example), only half the damage is considered to take place during spellcasting (round down), but the minimum Concentration DC for a unit taking continuous damage is 15.

Spells

When a combatant is affected by a spell while attempting to cast a spell of its own, the combatant must make a Concentration check or lose the spell.

Damaging Spells

If the spell affecting the spellcasting combatant deals damage, use the Concentration check DCs as noted in the previous subsection. When a damaging spell affects a unit, the whole unit makes a Concentration check, with every spellcaster in the unit losing their spell if the check fails. When a damaging spell affects only some creatures in a unit, only those creatures make Concentration checks and risk losing their spells.

Spells That Don't Deal Damage

If the spell deals no damage but distracts a spellcaster in some other way, the Concentration check DC for a spellcasting unit or individual is the spell's saving throw DC + the level of the spell being cast. For spells with no saving throw, use the saving throw DC that the spell would have if it did allow a saving throw (10 + spell level + spellcasting ability modifier).

Casting Defensively

Because battlefield spells usually do not provoke attacks of opportunity, casting defensively (see the Concentration skill description in the *PHB*), usually isn't necessary.

Counterspells

Counterspells are possible on the battlefield, either with one spellcasting unit attempting a counterspell against another spellcasting unit, or a spellcasting individual attempting a counterspell against another individual spellcaster. A spellcasting unit can attempt a counterspell against an individual, but that's overkill—it only takes one creature to counter another creature's spell. Likewise, an individual spellcaster can attempt a counterspell against a unit, but such a counterspell attempt can only negate one of the unit's spells.

An individual spellcaster that has joined a unit is not subject to counterspell attempts from foes, nor can the individual be targeted by enemy spells.

Spell Descriptions

Most elements of a spell description remain unchanged in unit combat, though the unit ground scale (one square = 50 feet) often requires some adjustments, as does the one-minute battle round.

Though the term "spell" is used throughout the following subsections, the rules discussed here apply to any magical effect.

Range

As in individual combat, a spell's range indicates how far from the caster it can reach. A spell's range is the maximum distance from the caster that the spell's effect can occur, as well as the maximum distance at which the caster can designate the spell's point of origin. If any portion of the spell's area would extend beyond the range, that area is wasted.

Standard ranges for spells are detailed below, with the range categories given in the *PHB* altered somewhat to better fit the ground scale for unit combat. Determine the distance between a spellcaster and the place where a spell is aimed the same way you determine the distance for ranged attacks (count the squares between the attacker and the target, counting the target's square but not the attacker's).

- **Personal:** The spell affects only the spellcaster.
- **Touch:** The caster must touch a creature or object to affect it. The spell recipient must be in the caster's square, or in an adjacent square and in melee contact with the caster or with the caster's unit.
- **Close:** Regardless of the caster's level, a close range spell can be aimed into the caster's square or any square adjacent to the caster's square.

- **Medium:** The spell has a battlefield range of 2 squares plus 1 square at caster level 5th and every five levels thereafter (so +3 at 5th level, +4 at 10th level, and so on).
- **Long:** The spell has a battlefield range of 8 squares, plus 1 square per caster level.
- **Unlimited:** The spell reaches anywhere on the same plane of existence.
- **Range Expressed in Feet:** Some spells have no standard range category, just a range expressed in feet. Round any range expressed in feet down to the nearest multiple of 50 feet, with rounded ranges less than 50 feet indicating that a spell is limited to the caster's square or to foes in melee contact with the caster. Spells with a range of 0 feet are limited to the caster's square only.

Aiming Spells in Unit Combat

Spellcasters and other wielders of magic on a battlefield must make the same choices about which targets their magic is to affect or where magical effects are to originate as other magic users do. However, the ground scale for unit combat and the presence of units made up of multiple creatures often affects how effects can be aimed.

Orders

A unit's orders can affect how it can aim a magical effect. Offensive effects usually must be aimed at the nearest enemy unless the unit receives orders to aim the effect elsewhere.

How Spells are Aimed

The caster's options for aiming a spell depend on whether it has a Target, Effect, or Area entry in its description.

Target or Targets

A spell with a target entry is aimed directly at creatures or objects. When cast on a unit, the magic affects one or more creatures in the unit as noted in the spell description. Unless noted otherwise in this chapter, the spell affects a creature or creatures in the unit which have already taken the most damage.

Targeted spells that deal damage to units do so just like ranged or melee attacks, dealing damage to the first creature in a unit in order to wound or kill it. If the spell deals more damage than needed to kill the first creature, any excess damage goes to the next creature (though targeted spells that affect only one target can affect only one creature in a unit, no matter how much damage they deal).

Targeted spells that don't deal damage generally don't affect units unless the majority of creatures in the unit receive the effects of the spell. Individuals that have joined units are indistinguishable from other creatures in the unit, and cannot be singled out for targeted spells.

Effect

When a spell has an effect entry, the thing the spell summons or creates must be placed on the battlefield somewhere. In most cases, the caster simply chooses a square within the spell's range, with the effect appearing in that square and then operating normally (subject to the constraints of the time and ground scales for unit combat).

- **Ray:** Some effects are rays and require a ranged attack roll (typically a ranged touch attack). A single ray affects only one subject, though some spells produce multiple rays.
- **Spread:** These effects work just like spreads for area spells (see the following).

Area

Most area spells cover areas small enough to fit inside a square, and must be aimed at some point within the square (not at a grid intersection as in individual combat). The point of aim can be the center of the square or any readily identifiable place within it (such as a terrain feature or the spot a unit occupies). An area spell generally fills the whole square where it is aimed but does not extend into adjacent squares (no matter where in the square the spell was specifically targeted).

Very small areas affect less than a whole square, while fairly large areas affect more. Common spell areas and their battlefield conversions are given in **Table 7–14**. These conversions are not exact, as they assume that creatures in a square are not always evenly distributed and that casters can aim their spells to maximize the number of creatures affected.

A spell with an area more than 100 feet wide is usually aimed at an intersection on the grid, just as in individual combat.

Burst

The spell bursts from the point of aim to affect whatever it catches in its radius (usually everything in the square). The burst itself is instantaneous, but the magic may have a lasting effect.

A high barrier in the square can partly block a burst, but the spell has normal affect on the side of the barrier at which it's aimed. A low barrier in the square grants a bonus on Reflex saves (if the spell allows them) to combatants that can claim cover from it, but the spell has normal affect on the side of the barrier at which it's aimed.

- *5-Foot-Radius Burst:* Spells with areas this small function like targeted spells in unit combat. The caster can choose 400 Fine, 100 Diminutive, 16 Tiny, 4 Small or Medium, or 1 Large or larger target, all of which must be in the same square.
- *10-Foot-Radius Burst:* These spells can cover half a square or the equivalent of an entire square if directed at an enemy unit that is in melee contact with the caster.
- *20-Foot-Radius Burst:* The burst effectively fills a square. Many damage-dealing spells have areas this size.
- *40-Foot-Radius Burst:* The center of the burst is aimed at the corner of one square, with the burst filling the four squares around that point.
- *80-Foot-Radius Burst:* The center of the burst is aimed at the corner of one square, with the burst filling an area four squares long and four squares wide centered on that point (sixteen squares in all).

Cone

A cone works like a burst, with the caster as the point of origin for the spell.

- *15-Foot-Cone:* This fairly small cone fans out and covers half a square adjacent to the caster, or half the caster's own square. If directed at an enemy unit that is in melee contact with the caster, the cone covers the equivalent of an entire square.
- *30-Foot-Cone:* This cone fans out and covers two squares, both of which must be adjacent to the caster's square and which must share one common side. The caster can also

Table 7-15: Spell Areas

Bursts

Area*	Squares Covered	Example Spell
5-ft. radius	none	*faerie fire*
10-ft. radius	1/2 (or 1 square in melee contact)	*sleep*
20-ft. radius	1	*chaos hammer*
40-ft. radius	4	*circle of death*
80-ft. radius	16	*sunburst*

Cones

Area*	Squares Covered	Example Spell
15-ft.	1/2 (or 1 square in melee contact)	*burning hands*
30-ft.	2 squares	*crushing despair*
60-ft.	3 squares	*cone of cold*
Long-range	Varies	*detect animals or plants*

Creatures

Area*	Squares Covered	Example Spell
Creatures within a 40-ft.-radius burst	4	*prayer*
Creatures within 50 ft.	4	*bless*
Creatures no more than 30 ft. apart	1	*hypnotism*
Creatures no more than 60 ft. apart	4	*horrid wilting*

Cylinders

Area*	Squares Covered	Example Spell
10-ft. radius	1/2 (or 1 square in melee contact)	*flame strike*
20-ft. radius	1	*ice storm*

Emanations

Area*	Squares Covered	Example Spell
5-ft. radius	none	*zone of silence*
10-ft. radius	1/2	*antilife shell*
20-ft. radius	1	*consecrate*
40-ft. radius	4	*detect scrying*
60-ft. radius	9	*deeper darkness*

Lines

Area*	Squares Covered	Example Spell
All lines	1/2 per 50 ft. of length	*lightning bolt*

Spreads

Area*	Squares Covered	Example Spell
10-ft.	1/2 (or 1 square in melee contact)	*glitterdust*
10-ft. radius	1/2 (or foe in melee contact)	*sound burst*
20-ft. radius	1	*fireball*
40-ft. radius	4	*blasphemy*
80-ft. radius	16	*earthquake*

Others

5-ft. cube	none	*detect poison*
10-ft. or larger cubes	varies	*fire storm*
10-ft. square	none	*grease*
20-ft. or larger squares	varies	*spike growth*

* When an area falls between two values on the table, use the lower value. For example, if a spell affects a 30-foot-radius burst, use the entry for the 20-foot-radius burst.

target her own square (without affecting herself or her allies) plus one adjacent square.

- *60-Foot-Cone:* The cone covers three squares that share a common corner with one corner of the caster's square, or the caster's square (without affecting the caster or his allies) and two adjacent squares, or one square adjacent to the caster's square and the two squares to either side.
- *Long-Range-Cone:* The caster chooses any corner of her square, with the cone extending in a quarter-circle from that corner.

Creatures

Some area spells affect creatures directly. Treat these spells just like target spells that can affect multiple targets.

- *Creatures Within a 40-Foot–Radius Burst:* Pick one corner of the caster's square. All combatants in the four squares around that corner are affected.
- *Creatures Within 50 Feet:* Pick one corner of the caster's square. All creatures of the appropriate type in the four squares around that corner are affected.
- *Creatures No More Than 30 Feet Apart:* All the creatures the spell affects must be in the same square.
- *Creatures No More Than 60 Feet Apart:* Choose the corner of one square. All the creatures the spell affects must be in the four squares surrounding that point.

Cylinder

These spells function like burst spells, except that they are targeted at a point above a square, with a circle forming around the target point and the spell shooting down onto the battlefield. Vertical barriers don't block cylinders.

Emanation

These spells function like burst spells, except that their effect continues for the duration of the spell.

- *10-Foot-Radius Emanation:* Most spells with this areas are abjuration spells that create mobile wards around the caster and possibly some allies (see **Table 7–15**). Creatures the spell hedges out cannot enter melee contact with anyone inside the spell's area of effect unless using weapons that provide a reach of at least 15 feet. Likewise, the caster cannot enter melee contact with creatures the spell hedges out unless he uses a weapon that provides a reach of at least 15 feet The caster breaks the ward if he tries to use natural reach to attack such creatures.
- An ally within the area of effect can attack creatures the ward hedges out without breaking the ward or using reach, but it must leave the ward to do so. Once it leaves, it cannot return to the ward until it is activated again.
- *20-Foot-Radius Emanation:* Most spells with areas like this are light or darkness spells that illuminate or darken 1 square.
- *40-Foot-Radius Emanation:* Most spells with this area are abjuration or divination effects that fill 4 squares. The center of the emanation is aimed at the corner of one square, with the spell filling the four squares around that point.
- *60-Foot-Radius Emanation:* Most spells with this area are light or darkness spells that illuminate or darken nine squares. The spell is aimed at one square and affects that square and the adjacent squares to all sides.

Line

A line works like a burst, except that it starts in the caster's square and extends into at least one square adjacent (depending on the length of the line). Round down to the nearest multiple of 50 feet, but note that a line always affects at least one square. A line affects half the creatures in the squares it extends through without affecting the caster or her allies.

Objects

Some area spells affect objects directly. Treat these spells as targeted spells that can affect multiple targets.

Others

Some spells have unique areas which usually simply fill one square on the battlefield. Other spells with shaped areas are commonly measured in cubes or squares, which can be treated alike except that cube-area spells, having height, can be used to create barriers.

- *5-Foot Cube:* Treat a spell with this area as a targeted spell.
- *10-Foot Cubes:* A row of five 10-foot cubes creates a 10-foot-high barrier across one square. It takes twenty 10-foot cubes to effectively fill a square.
- *20-Foot Cubes:* A single 20-foot cube should be treated like a targeted spell, affecting as many creatures as will fit into half a square. It takes two 20-foot cubes to create a barrier across one square, and four 20-foot cubes to effectively fill a square.
- *30-Foot Cubes:* It takes one 30-foot cube to create a barrier across one square, and two 30-foot cubes to effectively fill a square.
- *60-Foot Cubes:* One 60-foot cube fills a square and also affects foes in melee contact with a combatant in that square.

Sphere

These spells function like bursts.

Table 7-16: Area Spells Used Against Units

Creature Size	Creatures Per Square[1]	Creatures Per Half Square[2]
Fine	1,000	500
Diminutive	250	125
Tiny	40	20
Small	10	5
Medium	10	5
Large (Long)	3	1
Large (Tall)	3	1
Huge (Long)	1	1
Huge (Tall)	1	1
Gargantuan (Long)	1	1
Gargantuan (Tall)	1	1
Colossal (Long)	1	1
Colossal (Tall)	1	1

[1] Regardless of the number of creatures a square can hold, an area spell only effects units in the square (or squares) the area fills. The number given assumes that creatures are not always evenly distributed throughout a unit's space, and that spellcasters can aim their spells to maximize the number of creatures affected.
[2] For spells that cover only half a square.

Table 7-17: Damage To Units From Spells

Spell Damage[1]	Damage Factors[2]	Spell Damage[1]	Damage Factors[2]
2d6	1	2d8	1
3d6	2	3d8	2
4d6	2	4d8	3
5d6	3	5d8	4
6d6	4	6d8	5
7d6	4	7d8	6
8d6	5	8d8	7
9d6	6	9d8	8
10d6	7	10d8	9
11d6	7	11d8	9
12d6	8	12d8	10
13d6	9	13d8	11
14d6	9	14d8	12
15d6	10	15d8	13
16d6	11	16d8	14
17d6	11	17d8	15
18d6	12	18d8	16
19d6	13	19d8	17
20d6	14	20d8	18

[1] For damage greater than shown on the table, divide the damage into roughly equal parts small enough to be shown on the table, then add up the damage factors from those parts. For example, a spell that deals 40d6 points of damage would deal 28 damage factors (twice the 20d6 value).
[2] Damage dealt to each member of the targeted unit or to each unit member in the spell's area of effect.

Spread

A spread works like a burst but ignores low barriers and high barriers that have gaps in them (hedgerows and buildings with windows, for example).

Shapeable (S)

A shapeable spell area might allow the caster to affect an irregular area or create a barrier with an angle or turn in it. When a shapeable spell has an area made up of cubes, the caster can stack the cubes to make a barrier taller.

Area Spells Used Against Units

When an area spell affects a square containing a unit, the actual number of creatures in the unit affected by the spell depends on the size of those creatures, as shown in **Table 7–16: Area Spells Used Against Units**.

Damage to Units From Area Spell

When an area spell deals damage to a unit, each creature in the unit (or as many of those creatures as the spell can affect according to **Table 7–17**) takes damage from the spell. Damage to units is dealt in damage factors according to the average damage the spell deals.

Unlike a ranged attack, an area spell might wound several creatures in a unit without killing any of them.

Duration

A spell's duration remains mostly unchanged in unit combat, with spells that last less than 1 minute defaulting to a minimum of one battle round. When a spell lasts 1 minute or more, round the duration down to the nearest full minute.

Saving Throw

Saving throws against spells in unit combat work just as they do in individual combat. When a spell deals only a single damage factor to creatures in units, though, a successful save for half damage negates the single damage factor instead. For example, *chaos hammer* cast by a 7th-level cleric deals only 1 damage factor to neutral creatures in a unit and allows a Will save for half damage, so that a unit of neutral creatures that makes a successful save takes no damage from the spell.

Chapter Eight: Spells

This chapter contains new spells, along with spell lists for the new classes presented in **Chapter Three: Classes**. Spells marked with an asterisk in their class lists are new spells introduced in this chapter. For descriptions of all other spells, see **Chapter Eleven** of the *PHB*.

An [M] or [F] at the end of the spell's name in a class list indicates a spell with a material or focus component that is not normally included in a spell component pouch. An [X] indicates a spell with an XP component cost paid by the caster.

- Spell Lists -

Bard Spells

1st-Level Bard Spells

Affect Flames*. Dampen or fan nonmagical fires.
Alter Liquid [M]*. Transmute 1 pint/level (max. 5 pints) of liquid.
Heat Lightning*. Vertical strokes of lightning deal 1d6 nonlethal damage +1/level (max. +5), plus dazzle and set creatures on fire.
Missteps*. Subject's speed and Dexterity are temporarily reduced.
Quickscribe*. Magically copy text, images, or spoken words.
Read Emotions*. Reveals creatures' emotional states and strength.
Slip Bonds*. Subject gains bonus on Escape Artist checks, can squeeze through small spaces.
Spacious Sleeves*. Garment's sleeves can magically store up to 60 lb. or 6 cubic ft.
Telekinetic Puppet*. Move an inanimate object as though it was a marionette.
Thought Sphere*. Thoughts become visible for you or touched creature.

2nd-Level Bard Spells

Beneficence*. Aura of calm authority grants you a bonus on Bluff and Diplomacy checks.
Deathchant*. Your chanting saps the life from living creatures.
Dimension Hop*. You, touched objects, and familiar or companion teleport to any spot within close range.
Eagle Eyes*. You gain a +5 bonus on Spot checks.
Lesser Fastheal. Cures 2 hit points per character level per 10 minutes.
Lifechant*. Your chanting renews living creatures.

3rd-Level Bard Spells

Secret Speech*. You and creatures you select conceal hidden messages in your normal speech.
Steely Will*. Recipient gains defenses against charms, compulsions, and mind-affecting effects.
Third Eye*. Additional eye grants +4 on Search and Spot checks, prevents you from being flanked.

4th-Level Bard Spells

Foozle*. Subjects become clumsy, taking check, attack, and other penalties.
Maddening Insult*. Uncontrollable anger drives target creature to attack you with penalty to AC and on attack rolls.
Secret Missive [M]*. Short message is concealed within larger text.

5th-Level Bard Spells

Air and Water*. Intermix air and water in 15-ft.-radius emanation to allow breathing and impede movement or melee.
Enchanting Flames*. Creatures are fascinated by nonmagical fire source.
Fastheal. As *lesser fastheal*, but 1 hour/level.
Locate Individual*. Gives direction and approximate distance to an individual not known to you.
Manyeyes*. You see in all directions, gain darkvision, *see invisibility*, +10 on Search and Spot checks, and can't be flat-footed or flanked.
Moonbright*. Globe of light dazzles and deals 4d4 damage (1d4/level damage against undead).

6th-Level Bard Spells

Moonshadows*. Target creatures' shadows become shadow monsters which attack, dealing 1d4 damage plus 1d4 Str damage.

Cleric Spells

0-Level Cleric Spells

Long-Range Weapon*. Thrown weapon or projectile gains 50% more range.

1st-Level Cleric Spells

Astute Fighting*. Recipient gains +2 bonus on attack rolls, may be able to make an extra melee attack.
Draw on Faith*. Gain a +1 bonus on one save, check, or attack roll.
Flame of Chaos/Evil/Good/Law, Lesser*. Small flame sheds light and deals 1d6+1/level fire damage, plus dazzles foes of opposite alignment; 1d4 fire damage to others.
Potent Weapon*. Weapon gains bonuses against a specific foe.
Precipitate*. Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impedes movement.
Vigilance*. Recipients gain +1 on Listen, Sense Motive, and Spot checks, +1 on saves against sleep effects.

2nd-Level Cleric Spells

Lesser Fastheal. Cures 2 hit points per character level per 10 minutes.

3rd-Level Cleric Spells

Divine Luck*. Subject gains temporary bonus to luck score.
Flame of Chaos/Evil/Good/Law*. Small flame sheds light and deals 1d8+1/level fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire damage to others.
Steely Will*. Recipient gains defenses against charms, compulsions, and mind-affecting effects.
Tremor*. Minor earthquake shakes 40-ft. radius, deals nonlethal damage and can collapse structures.

4th-Level Cleric Spells

Castigate*. You inspire fear, and may damage or deafen all within 30 feet of you.
Crown of Terror*. Enemies within 10 feet become shaken or frightened when you attack.
Crown of Valor*. You and allies within 10 feet gain +1 on attacks and checks, +2 on saves against fear.
Mark of Censure*. Subject is marked as an enemy, takes a –1 penalty on attack rolls, saves, and checks.
Sanctum*. You withdraw into an extradimensional space.
Smite Foe*. Ray of divine power deals 1d8/four levels damage to one target and sickens a living target for 2d4 rounds.
Symbol of Despair [M]**.** Triggered rune fills nearby creatures with utter despair.

5th-Level Cleric Spells

Chastise Person*. You cause pain and damage to one or more humanoids, who suffer –4 penalty on attack rolls, skill checks, and ability checks.
Fastheal. As *lesser fastheal*, but 1 hour/level.
Furious Assault*. Subjects gain an extra attack with the full attack action, +2 to AC, +2 on damage rolls and Reflex saves.
Scourge Foes*. Blast of divine power deals 1d8/two levels damage, deafens foes for 2d4 rounds, restricts their actions for 1 round.
Secret Speech*. You and creatures you select conceal hidden messages in your normal speech.

6th-Level Cleric Spells

Battlelink*. Allies can coordinate attack and defense.
Cloak of Gloom*. Barrier or personal effect grants concealment, dims light, and saps your enemies' will.
Crown of Terror, Greater*. Enemies within 30 feet become frightened or panicked.
Crown of Valor, Greater*. You and allies within 30 feet gain +2 on attacks and checks, +4 on saves against fear; you are immune to fear.
Flame of Chaos/Evil/Good/Law, Greater*. Small flame sheds light and deals 2d6+1/level fire damage, plus blinds, dazes, and dazzles foes of opposite alignment; 1d8 fire damage to others.
Strength of Faith*. Fortifies subjects against alignment effects.

7th-Level Cleric Spells

Wall of Swords*. Ghostly arms attack all that come within reach.

8th-Level Cleric Spells

Mass Fastheal. As lesser fastheal, but affects one creature level for 1 hour/level.

9th-Level Cleric Spells

Showall [M]***.** See things as they really are, plus study area or object to gain additional information.
Symbol of Destruction [M]***.** Triggered rune destroys nearby creatures and consumes their remains.

Druid Spells

1st-Level Druid Spells

Affect Flames*. Dampen or fan nonmagical fires.
Alter Liquid [M]***.** Transmute 1 pint/level (max. 5 pints) of liquid.
Eagle Eyes*. You gain a +5 bonus on Spot checks.
Heat Lightning*. Vertical strokes of lightning deal 1d6 nonlethal damage +1/level (max. +5), plus dazzle and set creatures on fire.
Precipitate*. Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impedes movement.

2nd-Level Druid Spells

Air Bubble*. Surrounds your head to let you breathe underwater, gain +4 save bonus against airborne disease or poison.

Dust Wall*. Curtain of airborne dust grants soft cover, blinds living creatures.
Earthmaw*. Gaping maw in the ground bites to grapple and swallow any creature in its space.
Lesser Fastheal. Cures 2 hit points per character level per 10 minutes.
Ride Winds*. Fall safely, levitate, or fly by floating on the air.
Stonefist*. Stony shell encases your hand, grants bonuses on unarmed strikes.
Water Jet*. High-pressure water extinguishes fires, deals 1d6/level damage (max. 5d6), can knock creatures back.

4th-Level Druid Spells

Air and Water*. Intermix air and water in 15-ft.-radius emanation to allow breathing and impede movement or melee.
Dust Cloud*. Obscures vision, blinds creatures, impedes movement.
Puffball*. Leathery sphere releases acidic vapor and toxic dust as splash weapon, deals 1d8/two levels damage (max. 5d8) plus Con damage and blindness.
Steam Jet*. High-pressure steam deals 1d6/level damage (max. 10d6), heats equipment, can knock creatures back.
Sunray*. Ambient light fuels scorching beam, deals varying damage as ranged touch attack and may set targets on fire.
Teeth of the Wind*. Blast of air bludgeons and knocks creatures back.

5th-Level Druid Spells

Fastheal. As *lesser fastheal*, but 1 hour/level.
Moonbright*. Globe of light dazzles and deals 4d4 damage (1d4/level damage against undead).
Produce Searing Flame*. Flames deal 2d6+1/level fire damage as melee or ranged attack.

6th-Level Druid Spells

Corrosive Touch*. Corrosive slime deals 2d6 acid damage plus 2d6 in subsequent rounds.

7th-Level Druid Spells

Earthwalk*. Gain burrow speed of 20 ft.

8th-Level Druid Spells

Mass Fastheal. As lesser fastheal, but affects one creature level for 1 hour/level.
Ring of Fire*. Shimmering violet fire deals 2d6 fire damage within 10 feet, 1d6 damage between 10 and 20 feet.

9th-Level Druid Spells

Airform*. Transmute your body into solid air to gain Dex bonus, fly speed, air immunity.
Deadly Tempest [M]*. Powerful whirlwind deals bludgeoning, cold, and electricity damage.
Earthform*. Transmute your body into solid earth to gain Str bonus, burrow speed, damage reduction, special abilities.
Fireform*. Transmute your body into solid flames to gain Dex bonus, speed increase, damage reduction, fire immunity, special abilities.
Maelstrom*. Creates whirlpool or killer wave with devastating effects.

Evangelist Spells

0-Level Evangelist Spells

Create Water. Creates 2 gallons/level of pure water.
Cure Minor Wounds. Cures 1 point of damage.
Daze. Humanoid creature of 4 HD or less loses next action.
Detect Magic. Detects spells and magic items within 60 ft.
Detect Poison. Detects poison in one creature or object.
Guidance. +1 on one attack roll, saving throw, or skill check.
Inflict Minor Wounds. Touch attack, 1 point of damage.
Light. Object shines like a torch.
Message. Whispered conversation at a distance.
Purify Food and Drink. Purifies 1 cu. ft./level of food or water.
Read Magic. Read scrolls and spellbooks.
Resistance. Subject gains +1 on saving throws.
Virtue. Subject gains 1 temporary hp.

1st-Level Evangelist Spells

Bane. Enemies take –1 on attack rolls and saves against fear.
Bless. Allies gain +1 on attack rolls and saves against fear.
Bless Water [M]. Makes holy water.
Cause Fear. One creature of 5 HD or less flees for 1d4 rounds.
Command. One subject obeys selected command for 1 round.
Comprehend Languages. You understand all spoken and written languages.
Confusion, Lesser. One creature is *confused* for 1 round.
Cure Light Wounds. Cures 1d8 damage +1/level (max +5).
Curse Water [M]. Makes unholy water.
Deathwatch. Reveals how near death subjects within 30 ft. are.
Detect Undead. Reveals undead within 60 ft.
Divine Favor. You gain +1 per three levels on attack and damage rolls.
Doom. One subject takes –2 on attack rolls, damage rolls, saves, and checks.
Draw on Faith*. Gain a +1 bonus on one save, check, or attack roll.
Endure Elements. Exist comfortably in hot or cold environments.
Entropic Shield. Ranged attacks against you have 20% miss chance.

Flame of Chaos/Evil/Good/Law, Lesser*. Small flame sheds light and deals 1d6+1/level fire damage, plus dazzles foes of opposite alignment; 1d4 fire damage to others.
Inflict Light Wounds. Touch deals 1d8 damage +1/level (max +5).
Magic Weapon. Weapon gains +1 bonus.
Potent Weapon*. Weapon gains bonuses against a specific foe.
Protection from Chaos/Evil/Good/Law. +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Remove Fear. Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Sanctuary. Opponents can't attack you, and you can't attack.
Shield of Faith. Aura grants +2 or higher deflection bonus.
Summon Monster I. Calls extraplanar creature to fight for you.
Vigilance*. Recipients gain +1 on Listen, Sense Motive, and Spot checks, +1 on saves against sleep effects.

2nd-Level Evangelist Spells

Aid. +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
Augury M F**.** Learns whether an action will be good or bad.
Bear's Endurance. Subject gains +4 to Con for 1 min./level.
Beneficence*. Aura of calm authority grants you a bonus on Bluff and Diplomacy checks.
Bull's Strength. Subject gains +4 to Str for 1 min./level.
Calm Emotions. Calms creatures, negating emotion effects.
Consecrate M**.** Fills area with positive energy, making undead weaker.
Cure Moderate Wounds. Cures 2d8 damage +1/level (max +10).
Darkness. 20-ft. radius of supernatural shadow.
Death Knell. Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.
Delay Poison. Stops poison from harming subject for 1 hour/level.
Desecrate M**.** Fills area with negative energy, making undead stronger.
Detect Thoughts. Allows "listening" to surface thoughts.
Eagle's Splendor. Subject gains +4 to Cha for 1 min./level.
Enthrall. Captivates all within 100 ft. + 10 ft./level.
Find Traps. Notice traps as a rogue does.
Gentle Repose. Preserves one corpse.
Hold Person. Paralyzes one humanoid for 1 round/level.
Inflict Moderate Wounds. Touch attack, 2d8 damage +1/level (max +10).
Owl's Wisdom. Subject gains +4 to Wis for 1 min./level.
Remove Paralysis. Frees one or more creatures from paralysis or *slow* effect.
Resist Energy. Ignores 10 (or more) points of damage/attack from specified energy type.
Restoration, Lesser. Dispels magical ability penalty or repairs 1d4 ability damage.
Silence. Negates sound in 20-ft. radius.
Slip Bonds*. Subject gains bonus on Escape Artist checks, can squeeze through small spaces.
Speak with Animals. You can communicate with animals.
Spiritual Weapon. Magic weapon attacks on its own.
Summon Monster II. Calls extraplanar creature to fight for you.
Undetectable Alignment. Conceals alignment for 24 hours.
Unseen Guardian*. Creates magical sensor that alerts you to danger.
Zone of Truth. Subjects within range cannot lie.

3rd-Level Evangelist Spells

Animate Dead M**.** Creates undead skeletons and zombies.
Bestow Curse. –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.
Blindness/Deafness. Makes subject blinded or deafened.
Contagion. Infects subject with chosen disease.
Castigate*. You inspire fear, and may damage or deafen all within 30 feet of you.
Create Food and Water. Feeds three humans (or one horse)/level.
Crown of Terror*. Enemies within 10 feet become shaken or frightened when you attack.
Crown of Valor*. You and allies within 10 feet gain +1 on attacks and checks, +2 on saves against fear.
Cure Serious Wounds. Cures 3d8 damage +1/level (max +15).
Daylight. 60-ft. radius of bright light.
Deeper Darkness. Object sheds supernatural shadow in 60-ft. radius.
Dispel Magic. Cancels spells and magical effects.
Divine Luck*. Subject gains temporary bonus to luck score.
Flame of Chaos/Evil/Good/Law*. Small flame sheds light and deals 1d8+1/level fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire damage to others.
Glyph of Warding M**.** Inscription harms those who pass it.
Helping Hand. Ghostly hand leads subject to you.
Inflict Serious Wounds. Touch attack, 3d8 damage +1/level (max +15).
Invisibility Purge. Dispels invisibility within 5 ft./level.
Locate Object. Senses direction toward object (specific or type).
Magic Circle against Chaos/Evil/Good/Law. As *protection* spells, but 10-ft. radius and 10 min./level.
Magic Vestment. Armor or shield gains +1 enhancement per four levels.
Obscure Object. Masks object against scrying.
Prayer. Allies +1 bonus on most rolls, enemies –1 penalty.
Protection from Energy. Absorb 12 points/level of damage from one kind of energy.
Remove Blindness/Deafness. Cures normal or magical conditions.
Remove Curse. Frees object or person from curse.
Remove Disease. Cures all diseases affecting subject.
Searing Light. Ray deals 1d8/two levels damage, more against undead.
Speak with Dead. Corpse answers one question/two levels.
Summon Monster III. Calls extraplanar creature to fight for you.
Thievesbane*. Create a ward in which stealth skills work less effectively.
Water Walk. Subject treads on water as if solid.

4th-Level Evangelist Spells

Chaos Hammer. Damages and staggers lawful creatures.
Chastise Person*. You cause pain and damage to one or more humanoids, who suffer –4 penalty on attack rolls, skill checks, and ability checks.
Cure Critical Wounds. Cures 4d8 damage +1/level (max +20).
Death Ward. Grants immunity to death spells and negative energy effects.
Dimensional Anchor. Bars extradimensional movement.
Discern Lies. Reveals deliberate falsehoods.
Dismissal. Forces a creature to return to native plane.
Divination M**.** Provides useful advice for specific proposed actions.
Freedom of Movement. Subject moves normally despite impediments.
Holy Smite. Damages and blinds evil creatures.
Inflict Critical Wounds. Touch attack, 4d8 damage +1/level (max +20).
Locate Individual*. Gives direction and approximate distance to an individual not known to you.
Magic Weapon, Greater. +1 bonus/four levels (max +5).
Mark of Censure*. Subject is marked as an enemy, takes a –1 penalty on attack rolls, saves, and checks.
Neutralize Poison. Immunizes subject against poison, detoxifies venom in or on subject.

Order's Wrath. Damages and dazes chaotic creatures.
Planar Ally, Lesser [X]**.** Exchange services with a 6 HD extraplanar creature.
Poison. Touch deals 1d10 Con damage, repeats in 1 min.
Restoration [M]**.** Restores level and ability score drains.
Sending. Delivers short message anywhere, instantly.
Spell Immunity. Subject is immune to one spell per four levels.
Status. Monitors condition, position of allies.
Summon Monster IV. Calls extraplanar creature to fight for you.
Tongues. Speak any language.
Unholy Blight. Damages and sickens good creatures.

5th-Level Evangelist Spells

Atonement [F X]**.** Removes burden of misdeeds from subject.
Banishment. Banishes 2 HD/level of extraplanar creatures.
Break Enchantment. Frees subjects from enchantments, alterations, curses, and petrification.
Command, Greater. As *command,* but affects one subject/level.
Commune [X]**.** Deity answers one yes-or-no question/level.
Crown of Terror, Greater*. Enemies within 30 feet become frightened or panicked.
Crown of Valor, Greater*. You and allies within 30 feet gain +2 on attacks and checks, +4 on saves against fear; you are immune to fear.
Cure Light Wounds, Mass. Cures 1d8 damage +1/level for many creatures.
Dispel Chaos/Evil/Good/Law. +4 bonus against attacks.
Flame of Chaos/Evil/Good/Law, Greater*. Small flame sheds light and deals 2d6+1/level fire damage, plus blinds, dazes, and dazzles foes of opposite alignment; 1d8 fire damage to others.
Flame Strike. Smite foes with divine fire (1d6/level damage).
Hallow [M]**.** Designates location as holy.
Insect Plague. Locust swarms attack creatures.
Inflict Light Wounds, Mass. Deals 1d8 damage +1/level to many creatures.
Mark of Justice. Designates action that will trigger *curse* on subject.
Raise Dead [M]**.** Restores life to subject who died as long as one day/level ago.
Scrying [F]**.** Spies on subject from a distance.
Slay Living. Touch attack kills subject.
Spell Resistance. Subject gains SR 12 + level.
Strength of Faith*. Fortifies subjects against alignment effects.
Summon Monster V. Calls extraplanar creature to fight for you.
True Seeing [M]**.** Lets you see all things as they really are.
Unhallow [M]**.** Designates location as unholy.

6th-Level Evangelist Spells

Animate Objects. Objects attack your foes.
Antilife Shell. 10-ft. field hedges out living creatures.
Blade Barrier. Wall of blades deals 1d6/level damage.
Create Undead. Create ghouls, ghasts, mummies, or mohrgs.
Cure Moderate Wounds, Mass. Cures 2d8 damage +1/level for many creatures.
Dispel Magic, Greater. As *dispel magic,* but up to +20 on check.
Glyph of Warding, Greater. As *glyph of warding*, but up to 10d8 damage or 6th-level spell.
Harm. Deals 10 points/level damage to target.
Heal. Cures 10 points/level of damage, all diseases and mental conditions.
Heroes' Feast. Food for one creature/level cures and grants combat bonuses.
Indomitable Will [M*]**.** You gain regeneration plus bonus to Charisma and bonus on Fortitude saves, Will saves, and Constitution-based checks.
Inflict Moderate Wounds, Mass. Deals 2d8 damage +1/level to many creatures.
Find the Path. Shows most direct way to a location.
Forbiddance [M]**.** Blocks planar travel, damages creatures of different alignment.
Geas/Quest. As *lesser geas,* plus it affects any creature.
Heroes' Feast. Food for one creature/level cures and grants combat bonuses.
Planar Ally [X]**.** As *lesser planar ally,* but up to 12 HD.
Scourge Infidels*. Creatures you select are dazed, sickened, nauseated, or killed, depending on Hit Dice.
Summon Monster VI. Calls extraplanar creature to fight for you.
Undeath to Death [M]**.** Destroys 1d4 HD/level undead (max 20d4).
Word of Recall. Teleports you back to designated place.

Paladin Spells

1st-Level Paladin Spells

Draw on Faith*. Gain a +1 bonus on one save, check, or attack roll.
Potent Weapon*. Weapon gains bonuses against a specific foe.
Vigilance*. Recipients gain +1 on Listen, Sense Motive, and Spot checks, +1 on saves against sleep effects.

2nd-Level Paladin Spells

Unseen Guardian*. Creates magical sensor that alerts you to danger.

3rd-Level Paladin Spells

Crown of Terror*. Enemies within 10 feet become shaken or frightened when you attack.
Crown of Valor*. You and allies within 10 feet gain +1 on attacks and checks, +2 on saves against fear.

Ranger Spells

1st-Level Ranger Spells

Potent Weapon*. Weapon gains bonuses against a specific foe.
Vigilance*. Recipients gain +1 on Listen, Sense Motive, and Spot checks, +1 on saves against sleep effects.

2nd-Level Ranger Spells

Unseen Guardian*. Creates magical sensor that alerts you to danger.

Sorcerer/Wizard Spells

1st-Level Sorcerer/Wizard Spells

Abjur **Torchdim*.** Reduce illumination from mundane and magical light.
Conj **Brimstone*.** Fiery stone deals 1d4 fire damage/level (max. 5d4) plus nauseates targets, as melee touch attack or splash weapon.
Pearl of Brilliance*. Silvery sphere deals 1d6 + 1 point/level damage plus dazzles targets (undead take more damage and are blinded), as melee touch attack or splash weapon.
Precipitate*. Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impedes movement.
Div **Eagle Eyes*.** You gain a +5 bonus on Spot checks.
Read Emotions*. Reveals creatures' emotional states and strength.

Ench **Id Seizure*.** Disorienting thoughts limit actions in target creature.
Evoc **Heat Lightning*.** Vertical strokes of lightning deal 1d6 nonlethal damage +1/level (max. +5), plus dazzle and set creatures on fire.
Illus **Thought Sphere*.** Thoughts become visible for you or touched creature.
Necro **Missteps*.** Subject's speed and Dexterity are temporarily reduced.
Trans **Affect Flames*.** Dampen or fan nonmagical fires.
Alter Liquid M*. Transmute 1 pint/level (max. 5 pints) of liquid.
Quickscribe*. Magically copy text, images, or spoken words.
Slip Bonds*. Subject gains bonus on Escape Artist checks, can squeeze through small spaces.
Spacious Sleeves*. Garment's sleeves can magically store up to 60 lb. or 6 cubic ft.
Telekinetic Puppet*. Move an inanimate object as though it was a marionette.

2nd-Level Sorcerer/Wizard Spells

Abjur **Arcane Seal, Lesser** M*. Magic seal protects door or other closure, can deal energy damage if broken.
Shadow Curtain*. Curtain or hemisphere of blackness blocks line of sight and line of effect for low-level divination spells.
Conj **Dimension Hop*.** You, touched objects, and familiar or companion teleport to any spot within close range.
Div **Read History*.** Gain a sense of an area's history.
Evoc **Amber Globes*.** Up to five globes of energy deal 1d6 electricity damage total (max. 10d6) as splash weapon, or can be detonated remotely.
Dust Wall*. Curtain of airborne dust grants soft cover, blinds living creatures.
Lesser Staffstrike *. As *staffstrike*, except less damage and creatures can be deafened only when you slam your staff.
Stonefist*. Stony shell encases your hand, grants bonuses on unarmed strikes.
Water Jet*. High-pressure water extinguishes fires, deals 1d6/level damage (max. 5d6), can knock creatures back.
Illus **Obscure Text*.** Magical or mundane writing appears illegible.
Trans **Air Bubble*.** Surrounds your head to let you breathe underwater, gain +4 save bonus against airborne disease or poison.
Earthmaw*. Gaping maw in the ground bites to grapple and swallow any creature in its space.
Ride Winds*. Fall safely, levitate, or fly by floating on the air.
Senses of the Wyrmling*. Gain blindsense, +1/level bonus on Listen, Search, Spot checks (max. +5).

3rd-Level Sorcerer/Wizard Spells

Abjur **Steely Will*.** Recipient gains defenses against charms, compulsions, and mind-affecting effects.
Thievesbane*. Create a ward in which stealth skills work less effectively.
Conj **Force Marbles*.** Invisible spheres of force impede movement and increase strength of any surface.
Sunglobe*. Searing globe deals 1d8 fire damage/level (max. 10d8) plus blinds targets, as melee touch attack or splash weapon.
Div **Third Eye*.** Additional eye grants +4 on Search and Spot checks, prevents you from being flanked.
Evoc **Tremor*.** Minor earthquake shakes 40-ft. radius, deals nonlethal damage and can collapse structures.
Illus **Muddled Auras*.** Magical auras vary randomly in strength and school.
Trans **Split Mind*.** Gain +2 bonus on Concentration checks, Will saves, Int- and Wis-based checks, plus gain protection against mind-affecting spells or effects.
Water Shape*. Target becomes water, gains slam attack, immunity to critical hits, and other abilities.

4th-Level Sorcerer/Wizard Spells

Abjur **Arcane Seal** M*. As *lesser arcane seal*, except greater strength and damage.
Conj **Corrosive Touch*.** Corrosive slime deals 2d6 acid damage plus 2d6 in subsequent rounds.
Puffball*. Leathery sphere releases acidic vapor and toxic dust as splash weapon, deals 1d8/two levels damage (max. 5d8) plus Con damage and blindness.
Ench **Foozle*.** Subjects become clumsy, taking check, attack, and other penalties.
Maddening Insult*. Uncontrollable anger drives target creature to attack you with penalty to AC and on attack rolls.
Symbol of Despair M*. Triggered rune fills nearby creatures with utter despair.
Evoc **Dust Cloud*.** Obscures vision, blinds creatures, impedes movement.
Lesser Spiritbow*. Bow of magical force can be wielded or attack on its own, firing regular or special force projectiles.
Staffstrike*. Shockwaves from your staff deal bludgeoning and sonic damage plus deafen creatures; slamming staff can also knock creatures down.
Steam Jet*. High-pressure steam deals 1d6/level damage (max. 10d6), heats equipment, can knock creatures back.
Sunray*. Ambient light fuels scorching beam, deals varying damage as ranged touch attack and may set targets on fire.
Teeth of the Wind*. Blast of air bludgeons and knocks creatures back.
Windrazor*. Make weapon attack with a blast of high-pressure air.
Illus **Secret Speech*.** You and creatures you select conceal hidden messages in your normal speech.
Trans **Replicate Object** X*: Split object in two to make a functioning copy.
Secret Missive M*. Short message is concealed within larger text.

5th-Level Sorcerer/Wizard Spells

Conj **Cloak of Gloom*.** Barrier or personal effect grants concealment, dims light, and saps your enemies' will.
Iron Sphere*. Deals 1d4 piercing/force damage/level (max. 15d4) plus magnetizes metal on targets, as melee touch attack or splash weapon.
Div **Manyeyes*.** You see in all directions, gain darkvision, *see invisibility*, +10 on Search and Spot checks, and can't be flat-footed or flanked.
Ench **Enchanting Flames*.** Creatures are fascinated by nonmagical fire source.
Evoc **Arcane Ram*.** Shaped force deals 3d6 damage plus delivers bull rush.
Brimstone Storm*. Hot, smoking stones deal 3d6 bludgeoning damage plus 3d6 fire damage; smoke obscures vision, grants concealment, and nauseates creatures.
Moonbright*. Globe of light dazzles and deals 4d4 damage (1d4/level damage against undead).
Produce Searing Flame*. Flames deal 2d6+1/level fire damage as melee or ranged attack.
Shooting Star*. 1d6/two levels fire/sonic damage (max 15d6) along line of path, plus 1d6/two levels fire/sonic damage in 15-ft.-radius burst.

Illus **Tangled Script** [M]*. Reading text deals Int damage, causes creatures to be fascinated.
Trans **Air and Water***. Intermix air and water in 15-ft.-radius emanation to allow breathing and impede movement or melee.
Alter Metal [M]*. Transmute 1 lb./level (max. 20 lb.) of metal objects.

6th-Level Sorcerer/Wizard Spells

Abjur **Arcane Seal, Greater** [M]*. As *lesser arcane seal*, except greater strength and damage.
Warpwall [M]*. Dimensional barrier blocks line of effect, provides cover, transports creatures that touch it.
Conj **Fire Imps***. Swarm of Tiny fire elementals attack opponents.
Sun Motes*. Searing cloud blinds creatures and deals 4d6 fire damage plus 1d6 fire damage/round.
Evoc **Shaded Sight***. 20-ft. radius of shadow grants total concealment.
Spiritbow*. As *lesser spiritbow*, except greater range and damage, plus *brilliant energy* effect.
Illus **Moonshadows***. Target creatures' shadows become shadow monsters which attack, dealing 1d4 damage plus 1d4 Str damage.
Trans **Scales of the Wyrm***. Scaly skin grants you +5 natural armor bonus plus DR 20/magic and immunity to one energy type.

7th-Level Sorcerer/Wizard Spells

Evoc **Crystal Globes***. Up to five globes of energy deal 1d6 force damage (max. 20d6) as splash weapon, or can be detonated remotely; one globe petrifies target.
Greater Staffstrike *. As *staffstrike*, except more damage and power.
Starblade [F]*. Blade of force is wielded as weapon, deals 3d6 damage.
Trans **Earthwalk***. Gain burrow speed of 20 ft.

8th-Level Sorcerer/Wizard Spells

Ench **Id Assassin***. Waking nightmare reduces Con, deals damage to one living creature.
Evoc **Blackburst***. Globe of blackness sickens, deals 1d6/level cold/negative energy damage (max. 25d6).
Ring of Fire*. Shimmering violet fire deals 2d6 fire damage within 10 feet, 1d6 damage between 10 and 20 feet.

9th-Level Sorcerer/Wizard Spells

Ench **Unmind***. Disrupt higher mental functions to remove target creature's Int score.
Evoc **Deadly Tempest** [M]*. Powerful whirlwind deals bludgeoning, cold, and electricity damage.
Greater Spiritbow*: As *lesser spiritbow*, except greater range and damage, plus additional magical effects.
Illus **Opposition** [M]*. Phantasmal duplicate attacks target creature.
Necro **Symbol of Destruction** [M]*. Triggered rune destroys nearby creatures and consumes their remains.
Trans **Airform***. Transmute your body into solid air to gain Dex bonus, fly speed, air immunity.
Earthform*. Transmute your body into solid earth to gain Str bonus, burrow speed, damage reduction, special abilities.
Fireform*. Transmute your body into solid flames to gain Dex bonus, speed increase, damage reduction, fire immunity, special abilities.
Maelstrom*. Creates whirlpool or killer wave with devastating effects.
Waterform*. Transmute your body into solid water to gain Str and Con bonus, swim speed, water breathing, damage reduction, and water immunity.

Warpriest Spells

0-Level Warpriest Spells (Orisons)

Cure Minor Wounds. Cures 1 point of damage.
Daze. Humanoid creature of 4 HD or less loses next action.
Detect Magic. Detects spells and magic items within 60 ft.
Detect Poison. Detects poison in one creature or object.
Disrupt Undead. Deals 1d6 damage to one undead.
Flare. Dazzles one creature (–1 on attack rolls).
Guidance. +1 on one attack roll, saving throw, or skill check.
Inflict Minor Wounds. Touch attack, 1 point of damage.
Light. Object shines like a torch.
Long-Range Weapon*. Thrown weapon or projectile gains 50% more range.
Message. Whispered conversation at distance.
Read Magic. Read scrolls and spellbooks.
Resistance. Subject gains +1 on saving throws.
Virtue. Subject gains 1 temporary hp.

1st-Level Warpriest Spells

Astute Fighting*. Recipient gains +2 bonus on attack rolls, may be able to make an extra melee attack.
Bless. Allies gain +1 on attack rolls and saves against fear.
Bless Water [M]. Makes holy water.
Bless Weapon. Weapon strikes true against evil foes.
Cause Fear. One creature of 5 HD or less flees for 1d4 rounds.
Command. One subject obeys selected command for 1 round.
Cure Light Wounds. Cures 1d8 damage +1/level (max +5).
Divine Favor. You gain +1 per three levels on attack and damage rolls.
Endure Elements. Exist comfortably in hot or cold environments.
Entropic Shield. Ranged attacks against you have 20% miss chance.
Expeditious Retreat. Your speed increases by 30 ft.
Inflict Light Wounds. Touch deals 1d8 damage +1/level (max +5).
Magic Weapon. Weapon gains +1 bonus.
Missteps*. Subject's speed and Dexterity are temporarily reduced.
Protection from Chaos/Evil/Good/Law. +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Remove Fear. Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Summon Monster I. Calls extraplanar creature to fight for you.
Vigilance*. Recipients gain +1 on Listen, Sense Motive, and Spot checks, +1 on saves against sleep effects.

2nd-Level Warpriest Spells

Aid. +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
Augury [M F]. Learns whether an action will be good or bad.
Bear's Endurance. Subject gains +4 to Con for 1 min./level.
Bull's Strength. Subject gains +4 to Str for 1 min./level.
Cat's Grace. Subject gains +4 to Dex for 1 min./level.

Cure Moderate Wounds. Cures 2d8 damage +1/level (max +10).
Deathchant*. Your chanting saps the life from living creatures.
Delay Poison. Stops poison from harming subject for 1 hour/level.
Inflict Moderate Wounds. Touch attack, 2d8 damage +1/level (max +10).
Lifechant*. Your chanting renews living creatures.
Remove Paralysis. Frees one or more creatures from paralysis or *slow* effect.
Resist Energy. Ignores 10 (or more) points of damage/attack from specified energy type.
Restoration, Lesser. Dispels magical ability penalty or repairs 1d4 ability damage.
See Invisibility. Reveals invisible creatures or objects.
Silence. Negates sound in 20-ft. radius.
Shield Other [F]**.** You take half of subject's damage.
Spiritual Weapon. Magic weapon attacks on its own.
Summon Monster II. Calls extraplanar creature to fight for you.
True Strike. +20 on your next attack roll.
Unseen Guardian*. Creates magical sensor that alerts you to danger.

3rd-Level Warpriest Spells

Blindness/Deafness. Makes subject blinded or deafened.
Confusion. Subjects behave oddly for 1 round/level.
Contagion. Infects subject with chosen disease.
Crown of Terror*. Enemies within 10 feet become shaken or frightened when you attack.
Crown of Valor*. You and allies within 10 feet gain +1 on attacks and checks, +2 on saves against fear.
Cure Serious Wounds. Cures 3d8 damage +1/level (max +15).
Dispel Magic. Cancels spells and magical effects.
Inflict Serious Wounds. Touch attack, 3d8 damage +1/level (max +15).
Invisibility Purge. Dispels invisibility within 5 ft./level.
Magic Circle against Chaos/Evil/Good/Law. As *protection* spells, but 10-ft. radius and 10 min./level.
Magic Vestment. Armor or shield gains +1 enhancement per four levels.
Magic Weapon, Greater. +1 bonus/four levels (max +5).
Prayer. Allies +1 bonus on most rolls, enemies –1 penalty.
Protection from Energy. Absorb 12 points/level of damage from one kind of energy.
Remove Blindness/Deafness. Cures normal or magical conditions.
Remove Disease. Cures all diseases affecting subject.
Sanctum*. You withdraw into an extradimensional space.
Smite Foe*. Ray of divine power deals 1d8/four levels damage to one target and sickens a living target for 2d4 rounds.
Summon Monster III. Calls extraplanar creature to fight for you.
Wind Wall. Deflects arrows, smaller creatures, and gases.

4th-Level Warpriest Spells

Control Water. Raises or lowers bodies of water.
Cure Critical Wounds. Cures 4d8 damage +1/level (max +20).
Death Ward. Grants immunity to death spells and negative energy effects.
Dispel Chaos/Evil/Good/Law. +4 bonus against attacks.
Divine Power. You gain attack bonus, +6 to Str, and 1 hp/level.
Freedom of Movement. Subject moves normally despite impediments.
Furious Assault*. Subjects gain an extra attack with the full attack action, +2 to AC, +2 on damage rolls and Reflex saves.
Inflict Critical Wounds. Touch attack, 4d8 damage +1/level (max +20).
Neutralize Poison. Immunizes subject against poison, detoxifies venom in or on subject.
Poison. Touch deals 1d10 Con damage, repeats in 1 min.
Restoration [M]**.** Restores level and ability score drains.
Scourge Foes*. Blast of divine power deals 1d8/two levels damage, deafens foes for 2d4 rounds, restricts their actions for 1 round.
Sending. Delivers short message anywhere, instantly.
Spell Immunity. Subject is immune to one spell per four levels.
Status. Monitors condition, position of allies.
Summon Monster IV. Calls extraplanar creature to fight for you.

5th-Level Warpriest Spells

Battlelink*. Allies can coordinate attack and defense.
Cloak of Gloom*. Barrier or personal effect grants concealment, dims light, and saps your enemies' will.
Command, Greater. As *command,* but affects one subject/level.
Crown of Terror, Greater*. Enemies within 30 feet become frightened or panicked.
Crown of Valor, Greater*. You and allies within 30 feet gain +2 on attacks and checks, +4 on saves against fear; you are immune to fear.
Cure Light Wounds, Mass. Cures 1d8 damage +1/level for many creatures.
Dimension Door. Teleports you short distance.
Flame Strike. Smite foes with divine fire (1d6/level damage).
Inflict Light Wounds, Mass. Deals 1d8 damage +1/level to many creatures.
Righteous Might. Your size increases, and you gain combat bonuses.
Spell Resistance. Subject gains SR 12 + level.
Summon Monster V. Calls extraplanar creature to fight for you.
True Seeing [M]**.** Lets you see all things as they really are.
Wall of Fire. Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
Wall of Ice. Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
Wall of Swords*. Ghostly arms attack all that come within reach.

6th-Level Warpriest Spells

Animate Objects. Objects attack your foes.
Antilife Shell. 10-ft. field hedges out living creatures.
Bear's Endurance, Mass. As *bear's endurance*, affects one subject/ level.
Blade Barrier. Wall of blades deals 1d6/level damage.
Bull's Strength, Mass. As *bull's strength*, affects one subject/level.
Cat's Grace, Mass. As *cat's grace*, affects one subject/level.
Cure Moderate Wounds. Cures 2d8 damage +1/level (max +10).
Dispel Magic, Greater. As *dispel magic,* but +20 on check.
Geas/Quest. As *lesser geas,* plus it affects any creature.
Harm. Deals 10 points/level damage to target.
Heal. Cures 10 points/level of damage, all diseases and mental conditions.
Heroes' Feast. Food for one creature/level cures and grants combat bonuses.
Move Earth. Digs trenches and builds hills.
Repulsion. Creatures can't approach you.
Summon Monster VI. Calls extraplanar creature to fight for you.
Wall of Iron [M]**.** 30 hp/four levels; can topple onto foes.
Wall of Stone. Creates a stone wall that can be shaped.
Wall of Force. Wall is immune to damage.

- Eldritch Weaver Spells -

The eldritch weaver's spells are arranged in threads (see the eldritch weaver class entry in **Chapter Three**), listed here along with each thread's major and minor powers. Note all eldritch weavers have access to the Cantrip thread, which consists exclusively of 0-level spells, and is presented first for ease of reference.

Thread of Cantrips

Acid Splash: Orb deals 1d3 acid damage.
Arcane Mark: Inscribes a personal rune (visible or invisible).
Dancing Lights: Creates torches or other lights.
Daze: Humanoid creature of 4 HD or less loses next action.
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or small object.
Disrupt Undead: Deals 1d6 damage to one undead.
Flare: Dazzles one creature (–1 on attack rolls).
Ghost Sound: Figment sounds.
Light: Object shines like a torch.
Mage Hand: 5-pound telekinesis.
Mending: Makes minor repairs on an object.
Message: Whispered conversation at distance.
Open/Close: Opens or closes small or light things.
Prestidigitation: Performs minor tricks.
Ray of Frost: Ray deals 1d3 cold damage.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws.
Touch of Fatigue: Touch attack fatigues target.

Thread of Air

1st-Level Spells

Feather Fall. Objects or creatures fall slowly.
Obscuring Mist. Fog surrounds you.
Shocking Grasp. Touch delivers 1d6/level electricity damage (max 5d6).

2nd-Level Spells

Fog Cloud. Fog obscures vision.
Gust of Wind. Blows away or knocks down smaller creatures.
Ride Winds*. Fall safely, levitate, or fly by floating on the air.

3rd-Level Spells

Fly. Subject flies at speed of 60 ft.
Stinking Cloud. Nauseating vapors, 1 round/level.
Wind Wall. Deflects arrows, smaller creatures, and gases.

4th-Level Spells

Solid Fog. Blocks vision and slows movement.
Teeth of the Wind*. Blast of air bludgeons and knocks creatures back.
Windrazor*. Make weapon attack with a blast of high-pressure air.

5th-Level Spells

Air and Water*. Intermix air and water in 15-ft.-radius emanation to allow breathing and impede movement or melee.
Control Winds. Change wind direction and speed.
Overland Flight. You fly at a speed of 40 ft. and can hustle over long distances.

6th-Level Spells

Chain Lightning. 1d6/level damage; 1 secondary bolt/level each deals half damage.
Wind Walk. You and your allies turn vaporous and travel fast.

7th-Level Spells

Control Weather. Changes weather in local area.
Reverse Gravity. Objects and creatures fall upward.

8th-Level Spells

Horrid Wilting. Deals 1d6/level damage within 30 ft.
Whirlwind. Cyclone deals damage and can pick up creatures.

9th-Level Spells

Airform*. Transmute your body into solid air to gain Dex bonus, fly speed, air immunity.
Deadly Tempest M*. Powerful whirlwind deals bludgeoning, cold, and electricity damage.

Minor Power: Call Air Elemental (Su)

As a full-round action that provokes an attack of opportunity, the eldritch weaver can call a Small air elemental (see the *MM*) to a location within 60 feet of himself. The elemental acts immediately upon arriving, and it serves the eldritch weaver for 1 round per class level. This is a calling effect (see **Chapter Ten** of the *PHB*), but otherwise works just like a *summon monster* spell. At 6th level, the eldritch weaver can call one Medium or up to two Small air elementals with a single use of this power. At 12th level, the eldritch weaver can call one Large, or up to two Medium or four Small air elementals.

Once the eldritch weaver uses this power, he must wait 1d4 rounds before using it again, though his Wisdom bonus still determines how often he can use it each day (see **Minor Thread Power** in the eldritch weaver class description in **Chapter Three**).

Major Power: Create/Destroy Air (Su)

The eldritch weaver can instantly create approximately 30,000 cubic feet of pure air or cause the same volume of air to vanish. When used to create air, this power works like a *gust of wind* spell, except that it creates a 20-foot burst of strong wind centered on a point within 60 feet of the caster. In a sealed area, this power introduces enough fresh air to fill 30 10-foot cubes, refreshing the air and allowing trapped creatures to breathe (see **Suffocation** in **Chapter Eight** of the *DMG*). Underwater, this power creates a 40-foot-radius spread of foaming bubbles that lasts 1 round and obscures vision (including darkvision) beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance), while creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

If used to destroy air, this power also duplicates the effects of a *gust of wind* spell, except that the resulting blast of air flows toward the effect's center rather than away from it. Using this power in a sealed area robs creates within of breathable air, just as though the area contained 30 fewer 10-foot cubes of air than it originally did. Destroying air has no effect underwater.

The eldritch weaver can also use the power to destroy air as a targeted effect against a single creature with the air subtype, or against a single magic item that creates or controls air, within 60 feet. The eldritch weaver deals 1d6 points of damage per two class levels (maximum 10d6) to target creatures, or 3d6 points of damage if the target creature makes a successful Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier). In either event, if the damage dealt reduces an air creature to 0 or fewer hit points, it is destroyed without a trace.

A target magic item takes no damage but loses all its air-based magical abilities for 1d4 hours unless it succeeds on a Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier). Artifacts are immune to this effect.

Thread of the Archer

1st-Level Spells

Produce Flame. 1d6 damage +1/level, touch or thrown.
Magic Stone. Three stones gain +1 on attack rolls, deal 1d6+1 damage.
Magic Weapon. Weapon gains +1 bonus.

2nd-Level Spells

Acid Arrow. Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
Protection from Arrows. Subject immune to most ranged attacks.
Scorching Ray. Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).

3rd-Level Spells

Flame Arrow. Arrows deal +1d6 fire damage.
Magic Weapon, Greater. +1 bonus/four levels (max +5).
Ray of Exhaustion. Ray makes subject exhausted.

4th-Level Spells

Searing Light. Ray deals 1d8/two levels damage, more against undead.
Lesser Spiritbow*. Bow of magical force can be wielded or attack on its own, firing regular or special force projectiles.

5th-Level Spells

Produce Searing Flame*. Flames deal 2d6+1/level fire damage as melee or ranged attack.

6th-Level Spells

Spiritbow*. As *lesser spiritbow*, except greater range and damage, plus *brilliant energy* effect.

7th-Level Spells

Sunbeam. Beam blinds and deals 4d6 damage.

8th-Level Spells

Polar Ray. Ranged touch attack deals 1d6/level cold damage.

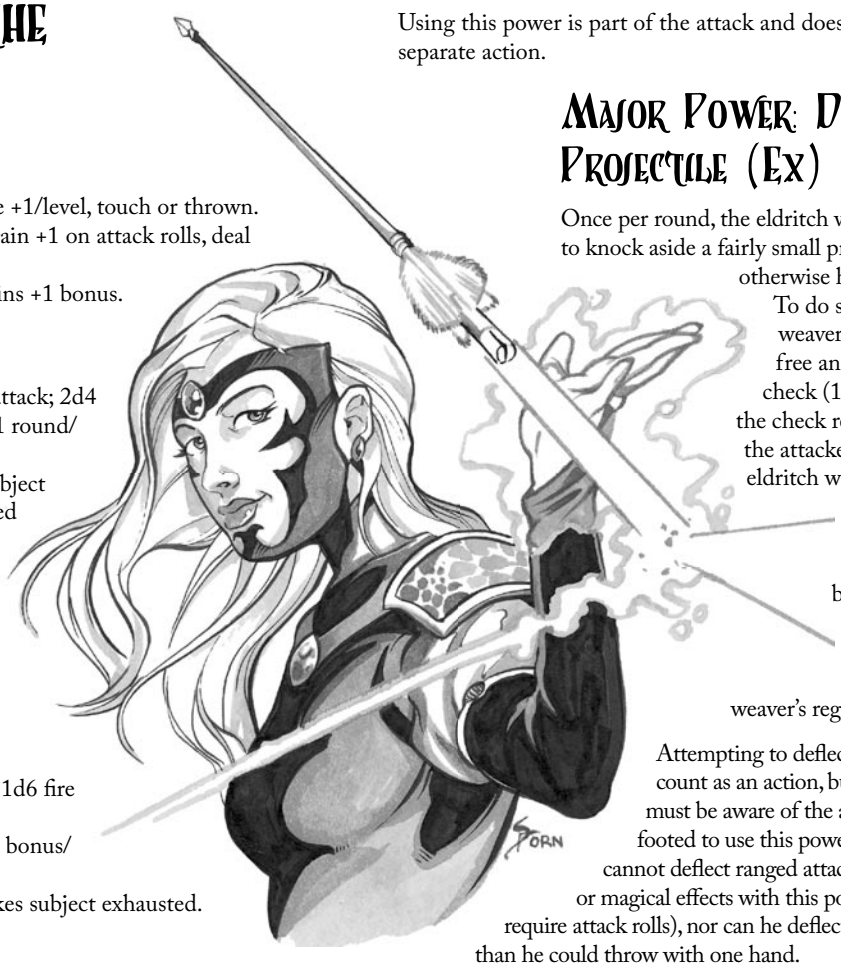
9th-Level Spells

Greater Spiritbow*: As *lesser spiritbow*, except greater range and damage, plus additional magical effects.

Minor Power: Precision Shot (Ex)

The eldritch weaver can aim a single ranged attack so precisely she ignores the normal penalty for firing into melee. Any cover bonus to Armor Class the target has is reduced to +2, and any miss chance the target has from concealment is reduced by half.

Using this power is part of the attack and does not require a separate action.



Major Power: Deflect Projectile (Ex)

Once per round, the eldritch weaver can attempt to knock aside a fairly small projectile that would otherwise hit and deal damage. To do so, the eldritch weaver must have one hand free and must make a level check (1d20 + class level). If the check result is higher than the attacker's attack roll, the eldritch weaver knocks aside the projectile (essentially, the level check result becomes the eldritch weaver's Armor Class if it's higher than the eldritch weaver's regular AC).

Attempting to deflect a projectile doesn't count as an action, but the eldritch weaver must be aware of the attack and not flat-footed to use this power. The eldritch weaver cannot deflect ranged attacks generated by spells or magical effects with this power (even those that require attack rolls), nor can he deflect projectiles any larger than he could throw with one hand.

Thread of the Artisan

1st-Level Spells

Animate Rope. Makes a rope move at your command.
Magic Aura. Alters object's magic aura.
Magic Weapon. Weapon gains +1 bonus.

2nd-Level Spells

Arcane Lock [M]**.** Magically locks a portal or chest.
Make Whole. Repairs an object.
Wood Shape. Rearranges wooden objects to suit you.

3rd-Level Spells

Magic Weapon, Greater. +1 bonus/four levels (max +5).

Tiny Hut. Creates shelter for ten creatures.
Stone Shape. Sculpts stone into any shape.

4th-Level Spells

Minor Creation. Creates one cloth or wood object.
Replicate Object X*: Split object in two to make a functioning copy.
Secure Shelter. Creates sturdy cottage.

5th-Level Spells

Fabricate. Transforms raw materials into finished items.
Major Creation. As *minor creation,* plus stone and metal.
Wall of Stone. Creates a stone wall that can be shaped.

6th-Level Spells

Permanency X. Makes certain spells permanent.
Wall of Iron M. 30 hp/four levels; can topple onto foes.

7th-Level Spells

Instant Summons M. Prepared object appears in your hand.
Simulacrum M X. Creates partially real double of a creature.

8th-Level Spells

Polymorph Any Object. Changes any subject into anything else.
Prismatic Wall. Wall's colors have array of effects.

9th-Level Spells

Prismatic Sphere. As *prismatic wall*, but surrounds on all sides.

Minor Power: Arcane Creation (Su)

The eldritch weaver can create a single object of up to Tiny size (maximum weight 8 lb., maximum volume 4 cubic feet) with a maximum market value of 5 gp. The conjured object appears in the eldritch weaver's hand or within arm's reach, and lasts up to 10 minutes per class level or until consumed or expended. The conjured object cannot function as a material component for a spell and will not provide sustenance if imbibed.

Alternatively, the eldritch weaver can use this power when making a single Craft check, adding her class level as a bonus on the check if she has at least one rank in the skill, or one-half her class level if untrained.

Major Power: Enhance/Diminish Items (Su)

The eldritch weaver can magically alter one or more nonmagical items, making them stronger or weaker, or changing their color and general appearance (dull or bright, smooth or rough, clean or dirty, and so on). The eldritch weaver can affect one Small or smaller object per class level, with a Medium object counting as two Small objects, a Large object counting as two Medium objects (or four small objects), a Huge object counting as two Large objects, and so on.

A strengthened object doubles its hit points and increases its hardness by 50% (though an object without a hardness rating cannot gain one). A weakened object's hit points are reduced by half and its hardness decreases by 2 (minimum 0). If a weakened object contains moving parts, it becomes nonfunctional while the effect lasts.

Objects remain strengthened or weakened for 10 minutes per class level (though objects which are subsequently broken remain so). Changes to appearance are permanent (though alterable by normal means) unless they would also render an object nonfunctional, in which case the effect lasts 10 minutes per class level. For example, a scuffed tabletop remains scuffed until someone polishes it, but a scuffed mirror remains scuffed only temporarily.

Thread of Benighting

1st-Level Spells

Obscuring Mist. Fog surrounds you.
Sleep. Puts 4 HD of creatures into magical slumber.
Torchdim*. Reduce illumination from mundane and magical light.

2nd-Level Spells

Blindness/Deafness. Makes subject blinded or deafened.
Darkness. 20-ft. radius of supernatural shadow.
Fog Cloud. Fog obscures vision.

3rd-Level Spells

Deep Slumber. Puts 10 HD of creatures to sleep.
Sleet Storm. Hampers vision and movement.
Stinking Cloud. Nauseating vapors, 1 round/level.

4th-Level Spells

Deeper Darkness. Object sheds supernatural shadow in 60-ft. radius.
Solid Fog. Blocks vision and slows movement.

5th-Level Spells

Nightmare. Sends vision dealing 1d10 damage, fatigue.
Symbol of Sleep M. Triggered rune puts nearby creatures into catatonic slumber.
Waves of Fatigue. Several targets become fatigued.

6th-Level Spells

Circle of Death M. Kills 1d4/level HD of creatures.
Shaded Sight*. 20-ft. radius of shadow grants total concealment.
Shadow Walk. Step into shadow to travel rapidly.

7th-Level Spells

Finger of Death. Kills one subject.
Power Word Blind. Blinds creature with 200 hp or less.
Waves of Exhaustion. Several targets become exhausted.

8th-Level Spells

Blackburst*. Globe of blackness sickens, deals 1d6/level cold/negative energy damage (max. 25d6).
Symbol of Death M. Triggered rune slays nearby creatures.

9th-Level Spells

Wail of the Banshee. Kills one creature/level.

Minor Power: Touch of Fatigue (Su)

At the eldritch weaver's touch, any living creature must make a successful Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier) or become fatigued for 1 minute. Touch of fatigue

does not stack with itself, but if the fatigued subject undertakes any action which would normally cause fatigue or receives another magical fatigue effect (such as the *waves of fatigue* spell), he becomes exhausted for the balance of the power's duration.

Major Power: Cloud of Night (Su)

The eldritch weaver creates a billowing mass of wispy, inky tendrils that fill a 20-foot-radius spread at any point within 60 feet. Creatures within the cloud which fail a Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier) are blinded for as long as they remain inside and for 1d4 rounds after leaving. A creature that makes a successful save cannot be blinded again by the same cloud of night. The effect lasts 1d6 minutes.

If the cloud blinds a creature with a gaze attack, its gaze attack does not function until its sight returns. In addition, the cloud has a 50% chance to automatically negate gaze attacks if line of sight between the creature with the gaze attack and the attack's subject passes through any part of the cloud. Check separately for each creature subjected to the gaze attack.

The cloud has a 50% chance to automatically suppress any magical light effect. If the source or point of origin for the light effect lies within the cloud, the light effect is completely suppressed while the cloud lasts, while if the source or point of origin for the light effect lies outside the cloud, the light effect's area does not into extend into or past the cloud. Check once per effect.

Thread of Blight

1st-Level Spells

Cause Fear. One creature of 5 HD or less flees for 1d4 rounds.
Color Spray. Knocks unconscious, blinds, and/or stuns weak creatures.
Ray of Enfeeblement. Ray deals 1d6 +1 per two levels Str damage.

2nd-Level Spells

Blindness/Deafness. Makes subject blinded or deafened.
Daze Monster. Living creature of 6 HD or less loses next action.
Touch of Idiocy. Subject takes 1d6 points of Int, Wis, and Cha damage.

3rd-Level Spells

Rage. Subjects gains +2 to Str and Con, +1 on Will saves, –2 to AC.
Ray of Exhaustion. Ray makes subject exhausted.
Slow. One subject/level takes only one action/round, –1 to AC, Reflex saves, and attack rolls.

4th-Level Spells

Bestow Curse. –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.
Contagion. Infects subject with chosen disease.
Crushing Despair. Subjects take –2 on attack rolls, damage rolls, saves, and checks.

5th-Level Spells

Blight. Withers one plant or deals 1d6/level damage to plant creature.
Feeblemind. Subject's Int and Cha drop to 1.
Waves of Fatigue. Several targets become fatigued.

6th-Level Spells

Disintegrate. Makes one creature or object vanish.
Eyebite. Target becomes panicked, sickened, and comatose.
Flesh to Stone. Turns subject creature into statue.

7th-Level Spells

Insanity. Subject suffers continuous *confusion*.
Power Word Blind. Blinds creature with 200 hp or less.
Waves of Exhaustion. Several targets become exhausted.

8th-Level Spells

Power Word Stun. Stuns creature with 150 hp or less.
Scintillating Pattern. Twisting colors *confuse,* stun, or render unconscious.

9th-Level Spells

Energy Drain. Subject gains 2d4 negative levels.
Power Word Kill. Kills one creature with 100 hp or less.

Minor Power: Sickening Touch (Su)

At the eldritch weaver's touch, any aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or outsider must make a successful Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier) or become sickened for 1d4+1 rounds.

Major Power: Ray of Nausea (Su)

As sickening touch, except that this power produces a ray up to 60 feet long that causes nausea in the target creature for 1d4+1 rounds.

Thread of the Cavalier

1st-Level Spells

Command. One subject obeys selected command for 1 round.
Magic Weapon. Weapon gains +1 bonus.
Mount. Summons riding horse for 2 hours/level.

2nd-Level Spells

Bear's Endurance. Subject gains +4 to Con for 1 min./level.
Bull's Strength. Subject gains +4 to Str for 1 min./level.
Shield Other [F]**.** You take half of subject's damage.

3rd-Level Spells

Keen Edge. Doubles normal weapon's threat range.
Magic Weapon, Greater. +1 bonus/four levels (max +5).
Phantom Steed. Magic horse appears for 1 hour/level.

4th-Level Spells

Crushing Despair. Subjects take –2 on attack rolls, damage rolls, saves, and checks.
Heal Mount. As *heal* on warhorse or other special mount.
Stoneskin [M]**.** Ignore 10 points of damage per attack.

5th-Level Spells

Command, Greater. As *command,* but affects one subject/level.
Disrupting Weapon. Melee weapon destroys undead.
Mage's Faithful Hound. Phantom dog can guard, attack.
Waves of Fatigue. Several targets become fatigued.

6th-Level Spells

Bear's Endurance, Mass. As *bear's endurance*, affects one subject/ level.
Bull's Strength, Mass. As *bull's strength*, affects one subject/level.
Eyebite. Target becomes panicked, sickened, and comatose.

7th-Level Spells

Forcecage [M]**.** Cube or cage of force imprisons all inside.
Repulsion. Creatures can't approach you.
Waves of Exhaustion. Several targets become exhausted.

8th-Level Spells

Iron Body. Your body becomes living iron.
Mind Blank. Subject is immune to mental/emotional magic and scrying.
Protection from Spells [M F]**.** Confers +8 resistance bonus.

9th-Level Spells

Freedom. Releases creature from *imprisonment.*
Imprisonment. Entombs subject beneath the earth.
Refuge [M]**.** Alters item to transport its possessor to you.

Minor Power: Skilled Riding (Su)

The eldritch weaver can use this power to avoid a melee or ranged attack that would otherwise hit and deal damage to her mount. The eldritch weaver riding the mount makes a level check (1d20 + class level), and if the check result is higher than the attacker's attack roll, the attack against the mount fails (essentially, the level check result becomes the mount's Armor Class if it's higher than the mount's regular AC). Attempting to avoid an attack against a mount doesn't count as an action, but the eldritch weaver must be aware of the attack and not flat-footed to use this power.

Alternatively, the eldritch weaver can use this power when making a single Ride check, adding her class level as a bonus on the check if she has at least one rank in the skill, or one-half her class level if untrained.

The eldritch weaver can use this power only once per round, though her Wisdom bonus still determines how often she can use it each day (see **Minor Thread Power** in the eldritch weaver class description in **Chapter Three**).

Major Power: Enhance Mount (Su)

This power allows the eldritch weaver to grant his mount a +2 deflection bonus to Armor Class and a +2 resistance bonus on saves. In addition, the mount gains 2 temporary hit points per eldritch weaver level. The bonus and temporary hit points last a maximum of 1d6+1 minutes.

Thread of Changes

1st-Level Spells

Disguise Self. Changes your appearance.
Expeditious Retreat. Your speed increases by 30 ft.
Jump. Subject gets bonus on Jump checks.

2nd-Level Spells

Alter Self. Assume form of a similar creature.
Blur. Attacks miss subject 20% of the time.
Spider Climb. Grants ability to walk on walls and ceilings.

3rd-Level Spells

Displacement. Attacks miss subject 50%.
Haste. One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Vampiric Touch. Touch deals 1d6/two levels damage; caster gains damage as hp.
Polymorph. Gives one willing subject a new form.

4th-Level Spells

Stoneskin [M]**.** Ignore 10 points of damage per attack.
Stone Shape. Sculpts stone into any shape.

5th-Level Spells

Animal Growth. One animal/two levels doubles in size.
Baleful Polymorph. Transforms subject into harmless animal.
Transmute Mud to Rock. Transforms two 10-ft. cubes per level.
Transmute Rock to Mud. Transforms two 10-ft. cubes per level.

6th-Level Spells

Transformation [M]**.** You gain combat bonuses.
Flesh to Stone. Turns subject creature into statue.
Stone to Flesh. Restores petrified creature.

7th-Level Spells

Control Weather. Changes weather in local area.
Reverse Gravity. Objects and creatures fall upward.
Statue. Subject can become a statue at will.

8th-Level Spells

Iron Body. Your body becomes living iron.
Polymorph Any Object. Changes any subject into anything else.

9th-Level Spells

Shapechange [F]**.** Transforms you into any creature, and change forms once per round.

Minor Power: Change Object (Su)

The eldritch weaver can change a single object into another, similar object. The subject object can be no larger than Tiny size (a typical book, a dagger sized for a Medium creature, and so on) which the eldritch weaver must touch and which cannot be worn or carried by another creature.

With each use of the power, the eldritch weaver can make one of the following changes to the object:

- Increase the object's size up to double. Doubling an object's size changes its size category to the next larger one, doubling its height, width, and thickness, and increasing its weight by a factor of 8.
- Decrease the object's size up to one-half. Halving the object's size changes its size category to the next smaller one, halving its height, width, and thickness, and decreasing its weight by a factor of 8.
- Change the object's color. The eldritch weaver can select any color he wishes, and can add or remove a fairly simple pattern such as stripes or spots.

- Change the material from which the object is made to one of the following: brass, cloth, glass, iron, leather, stone, or wood. The new material must be of mundane quality, so that items might be transformed to linen, pine, or granite, for example, but not to silk, ebony, or diamond.

The changed object gains no special properties, except that if the type of material changes, an object gains or loses the appropriate hardness and hit points.

The change persists for 1d4 hours, or until the eldritch weaver touches the object and dismisses the effect.

Major Power: Augment Self (Su)

This power functions exactly like the *alter self* spell, as well as allowing the eldritch weaver to add or subtract one or two limbs or other external body features. Possible changes include:

- *Carapace*: The eldritch weaver gains a shell or thick hide which provides a natural armor bonus of +2.
- *Extra Arms*: The eldritch weaver gains 1 or 2 extra arms, all of which are fully functional and can be used for spellcasting or three- or four-weapon fighting. Attacks with the extra arms are treated as light off hand-attacks (see **Table 8–10**: T**wo-Weapon Fighting Penalties** in the *PHB*). In addition, any attack the eldritch weaver makes with her primary hand suffers an additional –2 penalty from the new form's general lack of coordination.

  Each extra arm gives the eldritch weaver a +2 bonus on Climb and Swim checks and a +1 bonus on grapple checks. The eldritch weaver can use four hands to wield a two-handed weapon one size category larger than normal. For example, a human eldritch weaver could use four hands to wield a greatsword made for a large creature.
- *Extra Eyes*: The eldritch weaver gains one or two extra eyes, each granting a +1 bonus on Spot checks. In addition, he cannot be flanked (as if he had the improved uncanny dodge Souct class ability; see page 28).
- *Extra Legs*: The eldritch weaver gains one or two extra legs, each adding 5 feet to her land speed and granting a +2 bonus on Balance checks. Having multiple legs also grants the eldritch weaver a +4 bonus on resisting trip attempts (see **Chapter Eight** of the *PHB*).
- *Fins*: Fins reduce the eldritch weaver's land speed by 10 feet (minimum 10 feet), but provide a +10 bonus on swim checks.
- *Gills*: Gills allow the eldritch weaver to breathe underwater.
- *Quills*: The eldritch weaver gains a layer of quills on his head, back, and arms which can be used as a natural weapon, dealing piercing damage according to the eldritch weaver's size:

Quills

Size	Quill Damage
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

The eldritch weaver can make a regular melee attack or an off-hand attack with the quills (treat as a light weapon). The eldritch weaver can't make an attack with quills if she has already made an attack with another off-hand weapon (and vice versa), but if fighting unarmed, can use the Full Attack action to make two quill attacks.

In addition, any opponent that hits the eldritch weaver with an unarmed attack, natural weapon, or grapple must make a Reflex save (DC 10 + 1/2 eldritch weaver level + Wis modifier) or take quill damage.

- *Tail*: The eldritch weaver can grow a small prehensile tail or a large strong one. A prehensile tail functions like an extra arm, while a strong tail provides a +4 bonus to Balance, Jump, and Swim checks, and can be used to deliver a slam attack that deals bludgeoning damage according to the eldritch weaver's size (as noted for quills). The eldritch weaver can use the tail as a secondary natural weapon (–5 to the tail attack, no penalty to his other attacks), or as a sole natural weapon (multiply any Strength bonus by 1-1/2).
- *Wings*: The eldritch weaver can fly at a speed of 30 (poor maneuverability) provided she carries no more than a light load.

The augment self power lasts 1d4+1 minutes, but the eldritch weaver cannot apply two transformations (fins and gills, for instance) at the same time.

Thread of Chicanery

1st-Level Spells

Animate Rope. Makes a rope move at your command.
Expeditious Retreat. Your speed increases by 30 ft.
Grease. Makes 10-ft. square or one object slippery.

2nd-Level Spells

Hideous Laughter. Subject loses actions for 1 round/level.
Knock. Opens locked or magically sealed door.
Pyrotechnics. Turns fire into blinding light or choking smoke.

3rd-Level Spells

Blink. You randomly vanish and reappear for 1 round/level.
Nondetection [M]**.** Hides subject from divination, scrying.
Stinking Cloud. Nauseating vapors, 1 round/level.

4th-Level Spells

Confusion. Subjects behave oddly for 1 round/level.
Foozle*. Subjects become clumsy, taking check, attack, and other penalties.
Resilient Sphere. Force globe protects but traps one subject.

5th-Level Spells

Alter Metal [M*]**.** Transmute 1 lb./level (max. 20 lb.) of metal objects.
Feeblemind. Subject's Int and Cha drop to 1.
Telekinesis. Moves object, attacks creature, or hurls object or creature.

6th-Level Spells

Contingency [F]**.** Sets trigger condition for another spell.
Mislead. Turns you invisible and creates illusory double.
Repulsion. Creatures can't approach you.

7th-Level Spells

Insanity. Subject suffers continuous *confusion*.
Limited Wish [X]**.** Alters reality—within spell limits.
Reverse Gravity. Objects and creatures fall upward.

8th-Level Spells

Irresistible Dance. Forces subject to dance.
Telekinetic Sphere. As *resilient sphere,* but you move sphere telekinetically.

9th-Level Spells

Time Stop. You act freely for 1d4+1 rounds.

Minor Power: Minor Sophistry (Su)

The eldritch weaver draws on spurious logic, half-truths, and outright lies to make whatever he says seem plausible. As a free action, he gains a bonus equal to his class level on a single Diplomacy check, Intimidate check, or Bluff check made to convince another of the truth of his words (but not on other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.)

Alternatively, as a full-round action, the eldritch weaver can cause a single creature within 30 feet to sink into a bemused state, becoming dazed for 1d4 rounds on a failed Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier). Creatures that save successfully cannot be affected by the use of this form of the power by the same eldritch weaver for one day, though the eldritch weaver still gains bonuses to skill checks used against those creatures. This is a mind-affecting compulsion effect.

Major Power: Sophistry (Su)

As a full-round action, the eldritch weaver weaves a cocoon of fallacious reasoning, equivocal statements, and mumbo-jumbo around herself. The effort creates a 30-foot emanation, centered on the eldritch weaver, which causes all intelligent creatures within it (except the eldritch weaver and her allies, if desired) to question their senses and their sanity.

Lawful creatures within the area of effect become *confused* (as the spell) for the duration of the effect or until they leave the area. Nonlawful creatures become unable to focus their senses or organize their thoughts, and any attacks they make have a 20% miss chance. Likewise, any spells they cast have a 20% chance of failure (including spells from scrolls), as does any attempt to activate a magic item by spell trigger (if failure occurs, the item is not triggered and no charges are expended). Nonlawful creatures also take a –4 penalty to Listen, Sense Motive, and Spot checks, all Intelligence checks, and a –4 penalty on Will saves. These penalties last for the duration of the effect or until the affected creatures leave the area.

The effect lasts as long as the eldritch weaver concentrates, and for 1d3 rounds thereafter. Creatures with Intelligence scores of 2 or less are unaffected. A Will saving throw (DC 10 + 1/2 eldritch weaver level + Wis modifier) negates the effect, and creatures making successful saves cannot be affected by the same eldritch weaver's sophistry power for one day. This is a mind-affecting compulsion effect.

Thread of Deception

1st-Level Spells

Disguise Self. Changes your appearance.
Silent Image. Creates minor illusion of your design.
Ventriloquism. Throws voice for 1 min./level.

2nd-Level Spells

Minor Image. As *silent image*, plus some sound.
Mirror Image. Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
Misdirection. Misleads divinations for one creature or object.

3rd-Level Spells

Major Image. As *silent image*, plus sound, smell and thermal effects.
Muddled Auras*. Magical auras vary randomly in strength and school.
Secret Page. Changes one page to hide its real content.

4th-Level Spells

Hallucinatory Terrain. Makes one type of terrain appear like another (field into forest, or the like).
Illusory Wall. Wall, floor, or ceiling looks real, but anything can pass through.
Modify Memory. Changes 5 minutes of subject's memories.

5th-Level Spells

Persistent Image. As *major image*, but no concentration required.
Seeming. Changes appearance of one person per two levels.

6th-Level Spells

Permanent Image. Includes sight, sound, and smell.
Veil. Changes appearance of group of creatures.

7th-Level Spells

Project Image. Illusory double can talk and cast spells.
Statue. Subject can become a statue at will.

8th-Level Spells

Screen. *Illusion* hides area from vision, scrying.
Id Assassin*. Waking nightmare reduces Con, deals damage to one living creature.

9th-Level Spells

Opposition [M*]**.** Phantasmal duplicate attacks target creature.

Minor Power: Mask Personal Aura (Su)

This power suppresses the eldritch weaver's aura and the aura of any item she wears or carries. Spells and magical effects that detect any kind of aura (including *detect evil*, *detect magic*, *detect undead*, and *discern lies*) are ineffective against the eldritch weaver and her equipment. Note, though, that the same information revealed by an aura might still be discerned by other magical means (*clairaudience/clairvoyance*, *detect thoughts*, *true seeing*, and so on).

Once invoked, this power lasts 1d4+1 hours.

Major Power: Alter Aura (Su)

Using this power the eldritch weaver can temporarily alter one aura of any creature or object that he touches, either suppressing the aura entirely or making it appear as if it was a different aura. For example, the eldritch weaver could touch a red dragon and alter its aura of chaos. She could either suppress it, making it appear as some other alignment aura (on either the lawful/chaotic or good/evil axis), or make it appear as an undead or magical aura.

The new aura has the same strength as the aura it replaced (see the *detect evil* spell description in the *PHB* for examples of aura strengths), but if an aura's alteration gives the subject two auras of the same kind, the auras overlap but their strength does not stack.

Alternatively, the eldritch weaver can alter an aura to make it stronger (one category maximum) or weaker than normal. For example, the eldritch weaver could increase an adult red dragon's strong aura of evil to an overwhelming aura, or decrease it to a dim, faint, or moderate aura.

When any creature uses an aura-detecting effect on a creature or object targeted by this power, the GM makes a secret caster level check (DC 10 + eldritch weaver level). On a successful check, the subject's true aura can be read, but if not, the subject's aura reads exactly as the eldritch weaver has altered it.

Once used, this power lasts one hour per class level, or until dismissed by the eldritch weaver.

Thread of Delusion

1st-Level Spells

Hypnotism. Fascinates 2d4 HD of creatures.
Magic Aura. Alters object's magic aura.
Undetectable Alignment. Conceals alignment for 24 hours.

2nd-Level Spells

Blur. Attacks miss subject 20% of the time.
Misdirection. Misleads divinations for one creature or object.
Phantom Trap [M]**.** Makes item seem trapped.

3rd-Level Spells

Displacement. Attacks miss subject 50%.
Nondetection [M]**.** Hides subject from divination, scrying.

4th-Level Spells

Confusion. Subjects behave oddly for 1 round/level.
Hallucinatory Terrain. Makes one type of terrain appear like another (field into forest, or the like).

5th-Level Spells

False Vision [M]**.** Fools scrying with an illusion.
Mind Fog. Subjects in fog get –10 to Wis and Will checks.
Mirage Arcana. As *hallucinatory terrain,* plus structures.

6th-Level Spells

Mislead. Turns you invisible and creates illusory double.
Veil. Changes appearance of group of creatures.

7th-Level Spells

Sequester. Subject is invisible to sight and scrying; renders creature comatose.
Simulacrum [M X]**.** Creates partially real double of a creature.

8th-Level Spells

Maze. Traps subject in extradimensional maze.
Screen. *Illusion* hides area from vision, scrying.

9th-Level Spells

Unmind*. Disrupt higher mental functions to remove target creature's Int score.

Minor Power: Confuse Senses (Su)

The eldritch weaver's touch scrambles the senses, causing creatures failing a Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier) to receive incomplete or contradictory sensory information for 1d4 rounds. While affected, a creature takes a –2 penalty on all attack rolls and all Listen, Search, Sense Motive, Spot, and Survival checks, as well as a –2 penalty to AC. This is a mind-affecting compulsion effect.

Major Power: Confuse Mind (Su)

This power is similar to confuse senses, except that it instantaneously affects all creatures within the area of a 30-foot cone for 2d4 rounds. The creatures in the cone suffer all the penalties listed under the confuse sense power, in addition to suffering the effects of a *confusion* spell.

Thread of Destruction

1st-Level Spells

Burning Hands. 1d4/level fire damage (max 5d4).
Shocking Grasp. Touch delivers 1d6/level electricity damage (max 5d6).
True Strike. +20 on your next attack roll.

2nd-Level Spells

Scorching Ray. Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
Shatter. Sonic vibration damages objects or crystalline creatures.

Lesser Staffstrike *. As *staffstrike*, except less damage and creatures can be deafened only when you slam your staff.

3rd-Level Spells

Explosive Runes. Deals 6d6 damage when read.
Fireball. 1d6 damage per level, 20-ft. radius.
Lightning Bolt. Electricity deals 1d6/level damage.

4th-Level Spells

Corrosive Touch*. Corrosive slime deals 2d6 acid damage plus 2d6 in subsequent rounds.
Shout. Deafens all within cone and deals 5d6 sonic
Staffstrike*. Shockwaves from your staff deal bludgeoning and sonic damage plus deafen creatures; slamming staff can also knock creatures down.

5th-Level Spells

Arcane Ram*. Shaped force deals 3d6 damage plus delivers bull rush.
Blight. Withers one plant or deals 1d6/level damage to plant creature.
Transmute Rock to Mud. Transforms two 10-ft. cubes per level.

6th-Level Spells

Acid Fog. Fog deals acid damage.
Chain Lightning. 1d6/level damage; 1 secondary bolt/level each deals half damage.
Disintegrate. Makes one creature or object vanish.

7th-Level Spells

Delayed Blast Fireball. 1d6/level fire damage; you can postpone blast for 5 rounds.
Greater Staffstrike *. As *staffstrike*, except more damage and power.

8th-Level Spells

Incendiary Cloud. Cloud deals 4d6 fire damage/round.
Shout, Greater. Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

9th-Level Spells

Mage's Disjunction. Dispels magic, disenchants magic items.
Meteor Swarm. Four exploding spheres each deal 6d6 fire damage.

Minor Power: Sundering Touch (Su)

The eldritch weaver adds destructive power to her touch, granting a +5 bonus on a single Strength check to break an unattended object.

Alternatively, the eldritch weaver can make a touch attack against an object in order to deal it damage or make a sunder attempt against an object in another creature's possession (resolve the sunder attempt exactly as you would if the eldritch weaver were using a slashing or bludgeoning weapon). The eldritch weaver's touch deals 2d6+5 points of damage to the object, though a target object's hardness (if any) applies.

Major Power: Sundering Ray (Su)

This power works like the sundering touch power, except it produces a ray up to 30 feet long. When attacking an unattended object with the ray, the eldritch weaver gains a +7 bonus to a single Strength check to attempt to break the object, or deals 2d6+7 points of damage.

If the eldritch weaver uses the ray to sunder an object in another creature's possession, the attempt does not provoke an attack of opportunity. The eldritch weaver makes a normal attack roll against the Armor Class of a foe's weapon or shield, not an opposed attack roll.

Thread of Dimension

1st-Level Spells

Enlarge Person. Humanoid creature doubles in size.
Reduce Person. Humanoid creature halves in size.
Spacious Sleeves*. Garment's sleeves can magically store up to 60 lb. or 6 cubic ft.

2nd-Level Spells

Dimension Hop*. You, touched objects, and familiar or companion teleport to any spot within close range.
Rope Trick. As many as eight creatures hide in extradimensional space.

3rd-Level Spells

Blink. You randomly vanish and reappear for 1 round/level. *shrink item* (3),

4th-Level Spells

Dimensional Anchor. Bars extradimensional movement.
Enlarge Person, Mass. Enlarges several creatures.
Reduce Person, Mass. Reduces several creatures.

5th-Level Spells

Secret Chest [F]. Hides expensive chest on Ethereal Plane; you retrieve it at will.
Teleport. Instantly transports you as far as 100 miles/level.

6th-Level Spells

Shadow Walk. Step into shadow to travel rapidly.
Warpwall [M*]. Dimensional barrier blocks line of effect, provides cover, transports creatures that touch it.

7th-Level Spells

Teleport, Greater. As *teleport,* but no range limit and no off-target arrival.
Teleport Object. As *teleport,* but affects a touched object.
Ethereal Jaunt. You become ethereal for 1 round/level.

8th-Level Spells

Dimensional Lock. Teleportation and interplanar travel blocked for one day/level.
Maze. Traps subject in extradimensional maze.

9th-Level Spells

Astral Projection [M]**.** Projects you and companions onto Astral Plane.
Etherealness. Travel to Ethereal Plane with companions.

Minor Power: Dimensional Shield (Su)

The eldritch weaver can literally warp the space around him to grant him soft cover (+4 AC bonus) against melee or ranged attacks. This bonus stacks with any AC bonus the eldritch weaver

gains from another source, but the eldritch weaver takes a –2 penalty on his own melee and ranged attacks while the power is in effect.

The power lasts 2d4 rounds once invoked, but the eldritch weaver can dismiss it as a free action.

Major Power: Fold Dimensions (Su)

The eldritch weaver can warp the space within a continuous area equal to four 10-foot cubes (shaped any way she wishes), inside which distance can be extended or contracted, even to the point of ceasing to exist altogether.

If the eldritch weaver chooses to expand distance within the area, each 5-foot square effectively becomes a 10-foot by 10-foot space. Creatures and loose unattended objects within the area maintain their sizes and positions relative to each other, but the distances between them suddenly double. Immobile fixed objects, such as floors and doors, double their sizes.

If the eldritch weaver chooses to contract distance within the area, each 10-foot by 10-foot space effectively becomes a 5-foot square. Creatures and loose, unattended objects within the area maintain their sizes and positions relative to each other, but the distances between are halved. Creatures and loose unattended objects too large to fit in the reduced area are forced into the nearest open space big enough to hold them. Immobile fixed objects, such as floors and doors, shrink by half.

If the eldritch weaver chooses to make distance cease to exist in the affected area, the area becomes a null space, with any creature or object entering it immediately emerging on the other side as though the space does not exist. Creatures and objects cannot pass through solid objects in this manner, and their movement is blocked at the edge of the nullspace if that movement would take them through a solid object or cause them to end their movement there.

Creatures and objects within the nullspace remain unaffected until they attempt to move, at which point they are immediately ejected to the nearest open space that can hold them. Unattended objects remain in the nullspace.

No matter which effect the eldritch weaver chooses, the affected space appears normal to anyone looking in or through it. Only entering or passing through the area reveals anything amiss, though a *true seeing* spell reveals the altered space as being either stretched out or pushed in on itself.

Unattended objects in a null space become nearly untouchable, though creatures can try to reach inside the space to manipulate them by using a full-round action and making a successful Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier). On a failed save, the creature fumbles blindly around and fails to actually touch or affect anything in the nullspace.

Ranged attacks and magical effects cannot extend into a nullspace. The affected area provides cover (+4 AC bonus, +2 bonus on Reflex saves) if line of effect between an attacker and a defender (or between an effect's point of origin and its subject) passes through any part of the affected area.

Thread of Earth

Spells

1st-Level Spells

Grease. Makes 10-ft. square or one object slippery.

Magic Weapon. Weapon gains +1 bonus.
Pass without Trace. One subject/level leaves no tracks.

2nd-Level Spells

Dust Wall*. Curtain of airborne dust grants soft cover, blinds living creatures.
Earthmaw*. Gaping maw in the ground bites to grapple and swallow any creature in its space.
Stonefist*. Stony shell encases your hand, grants bonuses on unarmed strikes.

3rd-Level Spells

Magic Weapon, Greater. +1 bonus/four levels (max +5).
Meld into Stone. You and your gear merge with stone.
Tremor*. Minor earthquake shakes 40-ft. radius, deals nonlethal damage and can collapse structures.

4th-Level Spells

Dust Cloud*. Obscures vision, blinds creatures, impedes movement.
Stone Shape. Sculpts stone into any shape.
Stoneskin M. Ignore 10 points of damage per attack.

5th-Level Spells

Alter Metal M*. Transmute 1 lb./level (max. 20 lb.) of metal objects.
Passwall. Creates passage through wood or stone wall.
Wall of Stone. Creates a stone wall that can be shaped.

6th-Level Spells

Flesh to Stone. Turns subject creature into statue.
Move Earth. Digs trenches and builds hills.
Stone to Flesh. Restores petrified creature.
Wall of Iron M. 30 hp/four levels; can topple onto foes.

7th-Level Spells

Earthwalk*. Gain burrow speed of 20 ft.
Statue. Subject can become a statue at will.

8th-Level Spells

Iron Body. Your body becomes living iron.
Earthquake. Intense tremor shakes 80-ft.-radius.

9th-Level Spells

Earthform*. Transmute your body into solid earth to gain Str bonus, burrow speed, damage reduction, special abilities.
Imprisonment. Entombs subject beneath the earth.

Minor Power: Call Earth Elemental (Su)

As a full-round action that provokes an attack of opportunity, the eldritch weaver can call a Small earth elemental (see the *MM*) to a location within 60 feet of herself. The elemental can act immediately upon arriving, and it serves the eldritch weaver for 1 round per class level. This is a calling effect (see **Chapter Ten** in the *PHB*), but otherwise works just like a *summon monster* spell. At 6th level, the eldritch weaver can call one Medium or up to two Small earth elementals with a single use of this power. At 12th level, the eldritch weaver call one Large, or up to two Medium or four Small earth elementals.

Once the eldritch weaver uses this power, she must wait 1d4 rounds before using it again, though her Wisdom bonus still determines how often she can use it each day (see **Minor Thread Power** in the eldritch weaver class description in **Chapter Three**).

Major Power: Create/Destroy Earth (Su)

The eldritch weaver can instantly create a small slab of pure earth or stone, or cause the same volume of earth or stone to vanish. He can create a 2-inch thick slab of stone that covers eight 5-foot squares within 60 feet of himself, but the slab cannot be conjured so it occupies the same space as a creature or another object. The stone slab is similar to a *wall of stone* spell, except it need not be placed so it merges with existing stone (though it can be).

If placed so it is not merged with and supported by existing stone, the slab must be flat but can be placed horizontally or vertically. When created vertically and not attached to the surface it sits on, the slab can be tipped over to fall on and crush creatures beneath it. The slab is 50% likely to tip in either direction if not pushed, put can be pushed in one direction or the other with a DC 30 Strength check. Creatures with room to flee the falling slab may do so by making successful Reflex saves (DC 10 + 1/2 eldritch weaver level + Wis modifier). Any Large or smaller creature that fails takes 6d6 points of damage, but the wall cannot crush Huge and larger creatures.

If placed so it is merged with and supported by existing stone, the slab can be shaped just as a *wall of stone* spell (made longer and wider by reducing its thickness, or formed into some shape the eldritch weaver desires).

When used to destroy earth, the power causes a single mundane earthen object (clay, dirt, rock, sand, or stone) of up to Large size to vanish.

The eldritch weaver can also use the power to destroy earth as a targeted effect against a single creature with the earth subtype, or against a Large or larger object earth or stone object, within 60 feet. The eldritch weaver deals 1d6 points of damage per two class levels (maximum 10d6) to target creatures, or 3d6 points of damage if the target creature makes a successful Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier). In either event, if the damage dealt reduces an earth creature to 0 or fewer hit points, it is destroyed without a trace.

A Huge or larger earth object likewise takes 1d6 points of damage per two class levels (maximum 10d6), and the attack ignores the object's hardness.

Thread of Emotions

Spells

1st-Level Spells

Cause Fear. One creature of 5 HD or less flees for 1d4 rounds.
Id Seizure*. Disorienting thoughts limit actions in target creature.
Read Emotions*. Reveals creatures' emotional states and strength.

2nd-Level Spells

Calm Emotions. Calms creatures, negating emotion effects.
Hideous Laughter. Subject loses actions for 1 round/level.
Scare. Panics creatures of less than 6 HD.

3rd-Level Spells

Crushing Despair. Subjects take –2 on attack rolls, damage rolls, saves, and checks.
Good Hope. Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
Rage. Subjects gains +2 to Str and Con, +1 on Will saves, –2 to AC.

4th-Level Spells

Fear. Subjects within cone flee for 1 round/level.
Maddening Insult*. Uncontrollable anger drives target creature to attack you with penalty to AC and on attack rolls.
Phantasmal Killer. Fearsome illusion kills subject or deals 3d6 damage.

5th-Level Spells

Dominate Person. Controls humanoid telepathically.
Song of Discord. Forces targets to attack each other.
Waves of Fatigue. Several targets become fatigued.

6th-Level Spells

Eyebite. Target becomes panicked, sickened, and comatose.
Symbol of Fear [M]**.** Triggered rune panics nearby creatures.
Symbol of Persuasion [M]**.** Triggered rune charms nearby creatures.

7th-Level Spells

Insanity. Subject suffers continuous *confusion*.
Waves of Exhaustion. Several targets become exhausted.

8th-Level Spells

Antipathy. Object or location affected by spell repels certain creatures.
Sympathy [M]**.** Object or location attracts certain creatures.

9th-Level Spells

Dominate Monster. As *dominate person,* but any creature.
Weird. As *phantasmal killer,* but affects all within 30 ft.

Minor Power: Calming Touch (Su)

The eldritch weaver's touch induces calm in a living creature, similar to the effects of a *calm emotions* spell except it affects only a single creature and the effect lasts 1d4+1 rounds (or until broken by an attack on the creature). A touched creature can avoid the effects with a successful Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier).

Major Power: Control Emotions (Su)

The eldritch weaver can induce a strong emotion in a single living creature within 30 feet (including himself) with each use:

- *Despair*: The creature takes a –2 penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Despair counters and dispels hope effects (including the *good hope* spell), but only for the targeted creature.
- *Fear*: The creature becomes panicked and flees from the eldritch weaver. Fear counters and dispels rage effects (including the rage class feature and the *rage* spell), but only for the targeted creature.
- *Camaraderie*: The creature reacts more positively toward others, taking a –5 penalty to Sense Motive checks made to resist Bluff attempts, and granting a +5 bonus on Diplomacy checks made to improve its attitude (NPCs only). Camaraderie counters and dispels hostility.
- *Hostility*: The creature reacts more negatively toward others, gaining a +5 morale bonus to Sense Motive checks made to resist Bluff attempts, and adding +5 to the DC of Diplomacy checks made to improve its attitude (NPCs only). Hostility counters and dispels camaraderie.
- *Hope*: The creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Hope counters and dispels despair effects (including the *crushing despair* spell), but only for the targeted creature.
- *Rage*: The creature gains a +2 morale bonus to its Strength and Constitution scores, a +1 morale bonus on Will saves, and a –1 penalty to AC, then attacks the closest enemy (or the closest creature if no recognized enemy is in line of sight). This rage effect does not stack with the effects of the rage class feature or the *rage* spell, but it counters and dispels all fear effects.

All emotions induced through this power are mind-affecting effects, and last for 1 round per point of the eldritch weaver's Wisdom modifier (minimum 1 round). If desired, the subject can avoid the effects of this power with a successful Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier).

Thread of the Executioner

1st-Level Spells

Cause Fear. One creature of 5 HD or less flees for 1d4 rounds.
Chill Touch. One touch/level deals 1d6 damage and possibly 1 Str damage.
Inflict Light Wounds. Touch deals 1d8 damage +1/level (max +5).

2nd-Level Spells

Ghoul Touch. Paralyzes one subject, which exudes stench that makes those nearby sickened.
Inflict Moderate Wounds. Touch attack, 2d8 damage +1/level (max +10).
Scare. Panics creatures of less than 6 HD.

3rd-Level Spells

Hold Person. Paralyzes one humanoid for 1 round/level.
Inflict Serious Wounds. Touch attack, 3d8 damage +1/level (max +15).
Vampiric Touch. Touch deals 1d6/two levels damage; caster gains damage as hp.

4th-Level Spells

Enervation. Subject gains 1d4 negative levels.
Inflict Critical Wounds. Touch attack, 4d8 damage +1/level (max +20).
Phantasmal Killer. Fearsome illusion kills subject or deals 3d6 damage.

5th-Level Spells

Cloudkill. Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.
Hold Monster. As *hold person*, but any creature.
Inflict Light Wounds, Mass. Deals 1d8 damage +1/level to many creatures.
Slay Living. Touch attack kills subject.

6th-Level Spells

Circle of Death [M]**.** Kills 1d4/level HD of creatures.
Harm. Deals 10 points/level damage to target.
Inflict Moderate Wounds, Mass. Deals 2d8 damage +1/level to many creatures.

7th-Level Spells

Finger of Death. Kills one subject.
Inflict Serious Wounds, Mass. Deals 3d8 damage +1/level to many creatures.

8th-Level Spells

Inflict Critical Wounds, Mass. Deals 4d8 damage +1/level to many creatures.
Symbol of Death [M]**.** Triggered rune slays nearby creatures.

9th-Level Spells

Power Word Kill. Kills one creature with 100 hp or less.
Wail of the Banshee. Kills one creature/level.

Minor Power: Resist Fear (Su)

As a free action, the eldritch weaver can invoke this power in order to gain spell resistance (equal to the eldritch weaver's class level +10) against magical fear effects for 1d6 minutes. Only the eldritch weaver benefits from the resistance, which applies to only one use of any particular fear effect. If this power fails to protect the eldritch weaver against a particular fear effect, she is still entitled to any saving throw that effect normally allows.

Major Power: Resist Death (Su)

As a free action, the eldritch weaver can invoke this power in order to gain spell resistance (equal to the eldritch weaver's class level +10) against magical death effects for 1d6 minutes. Only

the eldritch weaver benefits from the resistance, which applies to only one use of any particular death effect. If this power fails to protect the eldritch weaver against a particular death effect, he is still entitled to any saving throw that effect normally allows.

This power also allows the eldritch weaver to avoid death, such that any attack that would reduce him to 0 or fewer hit points has a 50% chance to reduce him to 1 hit point instead. If the attack deals more than 50 points of damage, the eldritch weaver does not need to make the required Fortitude save against death by massive damage (see **Injury and Death** in **Chapter Eight** of the *PHB*).

Regardless of how many daily uses of this power he normally has, the eldritch weaver can avoid death only once per day.

Thread of Factotums

1st-Level Spells

Charm Monster. Makes monster believe it is your ally.
Summon Monster I. Calls extraplanar creature to fight for you.
Unseen Servant. Invisible force obeys your commands.

2nd-Level Spells

Command Undead. Undead creature obeys your commands.
Summon Monster II. Calls extraplanar creature to fight for you.
Summon Swarm. Summons swarm of bats, rats, or spiders.

3rd-Level Spells

Phantom Steed. Magic horse appears for 1 hour/level.
Summon Monster III. Calls extraplanar creature to fight for you.
Suggestion. Compels subject to follow stated course of action.

4th-Level Spells

Animate Dead [M]**.** Creates undead skeletons and zombies.
Charm Monster. Makes monster believe it is your ally.
Summon Monster IV. Calls extraplanar creature to fight for you.

5th-Level Spells

Dominate Person. Controls humanoid telepathically.
Planar Binding, Lesser. Traps extraplanar creature of 6 HD or less until it performs a task.
Summon Monster V. Calls extraplanar creature to fight for you.

6th-Level Spells

Planar Binding, Lesser. Traps extraplanar creature of 6 HD or less until it performs a task.
Suggestion, Mass. As *suggestion,* plus one subject/level.
Summon Monster VI. Calls extraplanar creature to fight for you.

7th-Level Spells

Control Undead. Undead don't attack you while under your command.
Simulacrum [M X]**.** Creates partially real double of a creature.
Summon Monster VII. Calls extraplanar creature to fight for you.

8th-Level Spells

Charm Monster, Mass. As *charm monster,* but all within 30 ft.
Planar Binding, Greater. As *lesser planar binding,* but up to 18 HD.
Summon Monster VIII. Calls extraplanar creature to fight for you.

9th-Level Spells

Dominate Monster. As *dominate person,* but any creature.
Summon Monster IX. Calls extraplanar creature to fight for you.

Minor Power: Strengthen Servant (Su)

The eldritch weaver can use this power as a free action when casting any conjuration spell that produces a creature which serves him, with the creature gaining a +2 bonus to Strength and a +2 bonus on all attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws. The creature also gains a +2 deflection bonus to AC and 1 temporary hit point per eldritch weaver level. These benefits lasts 1d4+1 minutes, or until the spell that produced the creature expires. If the spell produces multiple creatures, the eldritch weaver chooses which single creature is affected when the spell is cast, and this choice cannot be changed (even if the chosen creature is slain or dispelled before the effect ends).

The eldritch weaver can use this power only once per spell, though his Wisdom bonus still determines how often he can use it each day (see **Minor Thread Power** in the eldritch weaver class description in **Chapter Three**).

Major Power: Succor Servant (Su)

This power allows the eldritch weaver a limited ability to protect a creature serving her from harm. The creature must be bound to the eldritch weaver in some special way—typically a familiar, animal companion, cohort, special mount from a class feature, or a creature obligated to serve the eldritch weaver through a conjuration or compulsion effect.

The eldritch weaver must touch the creature to bestow the effect, whereupon she gains a sixth sense granting her instantaneous warnings of impending danger or harm to the subject, and can warn the subject of the danger provided she has some means of communicating that information. Once per round as a move action, the eldritch weaver can grant the subject a +2 insight bonus on any one saving throw or check made to avoid danger, or a +2 insight bonus to AC against one attack.

Once while the effect lasts, the eldritch weaver can transfer the subject and all objects it is wearing and carrying at the time the succor effect was received (to a maximum 50 lb. of nonliving objects, or the subject's heavy load, whichever is less) to within 10 feet of the eldritch weaver. This transportation works just like a *greater teleport* spell, except the eldritch weaver and the subject must be on the same plane and the eldritch weaver can use this power on a single creature only once per day.

Thread of Fire

1st-Level Spells

Affect Flames*. Dampen or fan nonmagical fires.
Burning Hands. 1d4/level fire damage (max 5d4).
Produce Flame. 1d6 damage +1/ level, touch or thrown.

2nd-Level Spells

Flaming Sphere. Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
Pyrotechnics. Turns fire into blinding light or choking smoke.
Scorching Ray. Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).

3rd-Level Spells

Fireball. 1d6 damage per level, 20-ft. radius.
Flame Arrow. Arrows deal +1d6 fire damage.
Quench. Extinguishes nonmagical fires or one magic item.

4th-Level Spells

Fire Shield. Creatures attacking you take fire damage; you're protected from heat or cold.
Fire Trap [M]**.** Opened object deals 1d4 +1/level damage.
Wall of Fire. Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

5th-Level Spells

Enchanting Flames*. Creatures are fascinated by nonmagical fire source.
Produce Searing Flame*. Flames deal 2d6+1/level fire damage as melee or ranged attack.

6th-Level Spells

Fire Imps*. Swarm of Tiny fire elementals attack opponents
Fire Seeds. Acorns and berries become grenades and bombs.

7th-Level Spells

Delayed Blast Fireball. 1d6/level fire damage; you can postpone blast for 5 rounds.
Fire Storm. Deals 1d6/level fire damage.

8th-Level Spells

Incendiary Cloud. Cloud deals 4d6 fire damage/round.
Ring of Fire*. Shimmering violet fire deals 2d6 fire damage within 10 feet, 1d6 damage between 10 and 20 feet.

9th-Level Spells

Fireform*. Transmute your body into solid flames to gain Dex bonus, speed increase, damage reduction, fire immunity, special abilities.
Meteor Swarm. Four exploding spheres each deal 6d6 fire damage.

Minor Power: Call Fire Elemental (Su)

As a full-round action that provokes an attack of opportunity, the eldritch weaver can call a Small fire elemental (see the *MM*) to a location within 60 feet of himself. The elemental can act immediately upon arriving, and it serves the eldritch weaver for 1 round per class level. This is a calling effect (see **Chapter Ten** in the *PHB*), but otherwise works just like a *summon monster* spell. At 6th level, the eldritch weaver can call one Medium or up to two Small fire elementals with a single use of this power. At 12th level, the eldritch weaver can call one Large, or up to two Medium or four Small fire elementals.

Once the eldritch weaver uses this power, he must wait 1d4 rounds before using it again, though his Wisdom bonus still determines how often he can use it each day (see **Minor Thread Power** in the eldritch weaver class description in **Chapter Three**).

Major Power: Create/Destroy Fire (Su)

The eldritch weaver can instantly create approximately 30,000 cubic feet of flame or cause the same volume of fire to vanish. When used to create flames, this power creates a 20-foot-radius burst of flame centered on a point within 60 feet of the caster and dealing 8d6 points of fire damage. A successful Reflex save (DC 10 + 1/2 eldritch weaver level + Wis modifier) reduces damage by half.

If used to destroy fire, this power extinguishes nonmagical fires in a 20-foot-radius burst centered on a point within 60 feet of the eldritch weaver. The effect also dispels any spells with the fire descriptor in its area of effect, though the eldritch weaver must succeed on a caster level check (as *greater dispel magic*) for each spell to be dispelled.

The eldritch weaver can also use the power to destroy fire as a targeted effect against a single creature with the fire subtype, or against a single magic item which creates or controls fire, within 60 feet. The eldritch weaver deals 1d6 points of damage per two class levels (maximum 10d6) to target creatures, or 3d6 points of damage if the target creature makes a successful Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier). In either event, if the damage dealt reduces an air creature to 0 or fewer hit points, it is destroyed without a trace.

A target magic item takes no damage but loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier). Artifacts are immune to this effect.

Thread of Fetters

1st-Level Spells

Animate Rope. Makes a rope move at your command.
Grease. Makes 10-ft. square or one object slippery.
Hold Portal. Holds door shut.

2nd-Level Spells

Arcane Lock [M]**.** Magically locks a portal or chest.
Ghoul Touch. Paralyzes one subject, which exudes stench that makes those nearby sickened.
Web. Fills 20-ft.-radius spread with sticky spiderwebs.

3rd-Level Spells

Halt Undead. Immobilizes undead for 1 round/level.
Hold Person. Paralyzes one humanoid for 1 round/level.
Sepia Snake Sigil [M]**.** Creates text symbol that immobilizes reader.

4th-Level Spells

Black Tentacles. Tentacles grapple all within 20 ft. spread.
Dimensional Anchor. Bars extradimensional movement.
Resilient Sphere. Force globe protects but traps one subject.

5th-Level Spells

Hold Monster. As *hold person*, but any creature.
Planar Binding, Lesser. Traps extraplanar creature of 6 HD or less until it performs a task.

6th-Level Spells

Flesh to Stone. Turns subject creature into statue.
Geas/Quest. As *lesser geas,* plus it affects any creature.
Planar Binding. As *lesser planar binding,* but up to 12 HD.

7th-Level Spells

Forcecage [M]**.** Cube or cage of force imprisons all inside.
Hold Person, Mass. As *hold person*, but all within 30 ft.

8th-Level Spells

Binding [M]**.** Utilizes an array of techniques to imprison a creature.
Dimensional Lock. Teleportation and interplanar travel blocked for one day/level.
Sequester. Subject is invisible to sight and scrying; renders creature comatose.
Trap the Soul [M F]**.** Imprisons subject within gem.

9th-Level Spells

Imprisonment. Entombs subject beneath the earth.
Hold Monster, Mass. As *hold monster,* but all within 30 ft.

Minor Power: Master of Bindings (Su)

The eldritch weaver's touch causes ropelike threads to cover a creature and entangle it for 2d4 rounds. The creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity, and is slowed to one-half speed (including flying and swimming creatures). Any spellcasting creature affected by this power must make a Concentration check (DC 15 + spell level) to cast a spell.

An entangled creature must make a Reflex save (DC 10 + 1/2 eldritch weaver level + Wis modifier) or be bound so securely it falls prone, where threads of force fasten it to the surface and leave it unable to move from the spot (though the creature can still act and even attack foes within its melee reach). A creature that flies with wings falls out of the air if bound this securely, while swimming creatures are slowed to one-quarter speed.

A creature fastened to a surface can break free by making a Strength check (DC 15 + 1/2 eldritch weaver level + Wis modifier) as a full-round action. Alternatively, the bindings fastening the creature to the surface can be broken with weapon attacks (an automatic hit, with bonds taking 20 points of damage before breaking).

The eldritch weaver can also use this power when making a Use Rope or Escape Artist check, adding his class level as a bonus on the check if he has at least one rank in the skill, or one-half his class level if untrained.

Major Power: Binding Ray (Su)

As master of bindings, except that this power produces a ray up to 30 feet long that causes the target creature to become entangled for 2d8 rounds. If the target creature becomes bound to a surface, the bonds have hardness 10 and 30 hit points.

Thread of Gemini

1st-Level Spells

Disguise Self. Changes your appearance.
Quickscribe*. Magically copy text, images, or spoken words.
Silent Image. Creates minor illusion of your design.

2nd-Level Spells

Alter Self. Assume form of a similar creature.
Minor Image. As *silent image*, plus some sound.
Mirror Image. Creates decoy duplicates of you (1d4 +1 per three levels, max 8).

3rd-Level Spells

Major Image. As *silent image*, plus sound, smell and thermal effects.
Sculpt Sound. Creates new sounds or changes existing ones.
Split Mind*. Gain +2 bonus on Concentration checks, Will saves, Int- and Wis-based checks, plus gain protection against mind-affecting spells or effects.

4th-Level Spells

Hallucinatory Terrain. Makes one type of terrain appear like another (field into forest, or the like).
Polymorph. Gives one willing subject a new form.
Replicate Object [X]***.** Split object in two to make a functioning copy.

5th-Level Spells

Mirage Arcana. As *hallucinatory terrain,* plus structures.
Persistent Image. As *major image*, but no concentration required.
Telepathic Bond. Link lets allies communicate.

6th-Level Spells

Mislead. Turns you invisible and creates illusory double.
Permanent Image. Includes sight, sound, and smell.
Programmed Image [M]**.** As *major image*, plus triggered by event.

7th-Level Spells

Project Image. Illusory double can talk and cast spells.
Simulacrum [M X]**.** Creates partially real double of a creature.

8th-Level Spells

Clone [M F]**.** Duplicate awakens when original dies.

9th-Level Spells

Shapechange [F]**.** Transforms you into any creature, and change forms once per round.

Minor Power: Link Minds (Su)

The eldritch weaver can create a telepathic link between any two creatures (one of which can be her) with Intelligence scores of 3 or higher. The subject or subjects must be within 30 feet of the eldritch weaver and each other when the link is established, but once in place, the creatures can communicate telepathically at any range so long as both have line of sight to each other, or a range of 60 feet without line of sight. One foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks the link, regardless of range.

The link lasts 10 minutes per two eldritch weaver levels, and creatures can communicate freely through the link regardless of language. Unwilling creatures can avoid the link by making a successful Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier).

Major Power: Fate's Twin (Su)

The eldritch weaver creates a mystical link allowing any two living creatures (one of which can be him) to share each other's fate. The subject or subjects must be within 30 feet of the eldritch weaver and each other when the link is established, but once in place, the link has unlimited range so long as both creatures are on the same plane.

Whenever either creature makes a saving throw while the link is in effect, the other linked creature makes a saving throw of the same kind, with the creature making the original save using whichever result is better. However, any damage taken from the effect against which the creature was saving (whether either save was successful or not) is halved and applied to each creature equally (round down). Effects which don't deal hit point damage are not shared between the two creatures; but if either dies, the other must immediately succeed on a Fortitude save (DC 15 + 1/2 the dead creature's Hit Dice) or gain a number of negative levels equal to the character level of the creature that died (minimum one).

The link lasts 10 minutes per two eldritch weaver levels. Unwilling creatures can avoid the link by making a successful Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier).

Thread of Knowledge

1st-Level Spells

Comprehend Languages. You understand all spoken and written languages.
Detect Secret Doors. Reveals hidden doors within 60 ft.
Identify [M]**.** Determines properties of magic item.

2nd-Level Spells

Fox's Cunning. Subject gains +4 Int for 1 min./level.
Locate Object. Senses direction toward object (specific or type).
Read History*. Gain a sense of an area's history.

3rd-Level Spells

Arcane Sight. Magical auras become visible to you.
Clairaudience/Clairvoyance. Hear or see at a distance for 1 min./level.

4th-Level Spells

Arcane Eye. Invisible floating eye moves 30 ft./round.
Locate Creature. Indicates direction to familiar creature.
Scrying [F]**.** Spies on subject from a distance.

5th-Level Spells

Contact Other Plane. Lets you ask question of extraplanar entity.
Prying Eyes. 1d4 +1/level floating eyes scout for you.
Telepathic Bond. Link lets allies communicate.

6th-Level Spells

Analyze Dweomer [F]**.** Reveals magical aspects of subject.
Fox's Cunning, Mass. As *fox's cunning*, affects one subject/ level.
Legend Lore [M] [F]**.** Lets you learn tales about a person, place, or thing.

7th-Level Spells

Arcane Sight, Greater. As *arcane sight*, but also reveals magic effects on creatures and objects.
Scrying, Greater. As *scrying*, but faster and longer.
Vision [M] [X]**.** As *legend lore*, but quicker and strenuous.

8th-Level Spells

Discern Location. Reveals exact location of creature or object.
Prying Eyes, Greater. As *prying eyes*, but eyes have *true seeing*.

9th-Level Spells

Showall [M*]**.** See things as they really are, plus study area or object to gain additional information.

Minor Power: Flash of Insight (Su)

As a free action on her own turn, the eldritch weaver can call upon her subconscious to grant her +5 bonus on any Intelligence check or any Intelligence-based skill check.

Major Power: Flash of Genius (Su)

As flash of insight, except that the eldritch weaver gains a bonus on any Intelligence, Wisdom, or Charisma check, and on any skill checks based on those abilities. The bonus on ability checks and for skill checks for which the eldritch weaver has ranks in the skill is equal to his class level (one-half class level on skill checks for which the eldritch weaver has no ranks).

Thread of the Mage

1st-Level Spells

Identify [M]**.** Determines properties of magic item.
Mage Armor. Gives subject +4 armor bonus.
Magic Weapon. Weapon gains +1 bonus.

2nd-Level Spells

Arcane Lock [M]**.** Magically locks a portal or chest.
Knock. Opens locked or magically sealed door.
Locate Object. Senses direction toward object (specific or type).

3rd-Level Spells

Arcane Sight. Magical auras become visible to you.
Dispel Magic. Cancels spells and magical effects.
Illusory Script [M]**.** Only intended reader can decipher.

4th-Level Spells

Locate Creature. Indicates direction to familiar creature.

Mnemonic Enhancer [F]**.** *Wizard only.* Prepares extra spells or retains one just cast.
Scrying [F]**.** Spies on subject from a distance.

5th-Level Spells

Baleful Polymorph. Transforms subject into harmless animal.
Break Enchantment. Frees subjects from enchantments, alterations, curses, and petrification.
Telekinesis. Moves object, attacks creature, or hurls object or creature.

6th-Level Spells

Contingency [F]**.** Sets trigger condition for another spell.
Dispel Magic, Greater. As *dispel magic,* but +20 on check.
Mage's Lucubration. *Wizard only.* Recalls spell of 5th level or lower.

7th-Level Spells

Arcane Sight, Greater. As *arcane sight*, but also reveals magic effects on creatures and objects.
Scrying, Greater. As *scrying*, but faster and longer.
Spell Turning. Reflect 1d4+6 spell levels back at caster.

8th-Level Spells

Polymorph Any Object. Changes any subject into anything else.
Protection from Spells [M F]**.** Confers +8 resistance bonus.

9th-Level Spells

Mage's Disjunction. Dispels magic, disenchants magic items.
Refuge [M]**.** Alters item to transport its possessor to you.

Minor Power: Enhance Spell (Su)

As a free action, the eldritch weaver can impart extra power to any arcane spell she casts (but not to spells cast from scrolls or other magic items). The eldritch weaver chooses one of the following enhancements, as appropriate to the spell:

- +1 saving throw DC
- +1 to any caster level check made with the spell
- +1 caster level for the spell

The power is wasted if the enhancement chosen isn't relevant to the spell. For example, it's useless to improve the saving throw DC for a spell that doesn't allow a saving throw.

Major Power: Retain Spell (Su)

The eldritch weaver can attempt to retain an arcane spell he casts (but not spells cast from scrolls or other magic items). To do so, the eldritch weaver first must cast the spell as a full-round action (use an additional full-round action to cast the spell if it already has a casting time of a full round or more). As the spell is cast, the eldritch weaver makes a Spellcraft check (DC 20 +2 per spell level), with success indicating the spell has been retained and can be subsequently cast in a later round.

Whether the attempt to retain the spell succeeds or fails, the eldritch weaver takes 1d4 points of nonlethal damage per spell level (1 point of damage for a cantrip). The eldritch weaver cannot take 10 or take 20 on the Spellcraft check.

Thread of the Mendicant

1st-Level Spells

Endure Elements. Exist comfortably in hot or cold environments.
Mount. Summons riding horse for 2 hours/level.
Summon Monster I. Calls extraplanar creature to fight for you.

2nd-Level Spells

Resist Energy. Ignores 10 (or more) points of damage/attack from specified energy type.
Rope Trick. As many as eight creatures hide in extradimensional space.
Summon Monster II. Calls extraplanar creature to fight for you.

3rd-Level Spells

Protection from Energy. Absorb 12 points/level of damage from one kind of energy.
Summon Monster III. Calls extraplanar creature to fight for you.

4th-Level Spells

Minor Creation. Creates one cloth or wood object.
Secure Shelter. Creates sturdy cottage.
Summon Monster IV. Calls extraplanar creature to fight for you.
Tiny Hut. Creates shelter for ten creatures.

5th-Level Spells

Fabricate. Transforms raw materials into finished items.
Major Creation. As *minor creation,* plus stone and metal.
Summon Monster V. Calls extraplanar creature to fight for you.

6th-Level Spells

Instant Summons [M]**.** Prepared object appears in your hand.
Summon Monster VI. Calls extraplanar creature to fight for you.

7th-Level Spells

Limited Wish [X]**.** Alters reality—within spell limits.
Mage's Magnificent Mansion [F]**.** Door leads to extradimensional mansion.
Summon Monster VII. Calls extraplanar creature to fight for you.

8th-Level Spells

Demand. As *sending,* plus you can send *suggestion.*
Polymorph Any Object. Changes any subject into anything else.

9th-Level Spells

Wish [X]**.** As *limited wish,* but with fewer limits.

Minor Power: Resourceful Entreaty (Su)

The eldritch weaver can use this power to create a single object up to Diminutive size (maximum weight 2 lb., maximum volume 1 cubic foot) with a maximum market value of 1 gp. The eldritch weaver can also conjure a group of similar objects whose total weight and volume don't exceed the power's limit (trail rations or a pile of 100 copper coins, for example). The conjured object or objects appear in the eldritch weaver's hand or within arm's reach, and last up to 5 minutes per class level or until consumed or expended. The conjured object cannot function as a material component for a spell, but will provide sustenance if imbibed.

Alternatively, the eldritch weaver can use this power to gain a bonus on a single Diplomacy or Bluff check made to convince another of the truth of his words or to persuade a creature to take some action (but not on other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.) The eldritch weaver adds his class level as a bonus on the check if he has at least one rank in the skill, or one-half his class level if untrained.

Major Power: Zone of Comfort (Su)

The eldritch weaver creates a 20-foot emanation, centered on herself, shielding those within it from precipitation caused by inclement weather, but not from storms (see **Chapter Three** in the *DMG*) or from precipitation caused by any magical effect.

Although the temperature inside the emanation remains the same as the temperature in the surrounding area, creatures within the area (and their equipment) don't suffer the effects of a hot or cold environment. Shielded creatures will remain comfortable in conditions between –50 and 140 degrees Fahrenheit without having to make Fortitude saves (see **Chapter Eight** in the *DMG*), and gain cold and fire resistance 1.

Once invoked, the emanation lasts 4 hours.

Thread of the Mind

1st-Level Spells

Charm Person. Makes one person your friend.
Read Emotions*. Reveals creatures' emotional states and strength.
Telekinetic Puppet*. Move an inanimate object as though it was a marionette.

2nd-Level Spells

Detect Thoughts. Allows "listening" to surface thoughts.
Touch of Idiocy. Subject takes 1d6 points of Int, Wis, and Cha damage.
Read History*. Gain a sense of an area's history.

3rd-Level Spells

Steely Will*. Recipient gains defenses against charms, compulsions, and mind-affecting effects.
Suggestion. Compels subject to follow stated course of action.
Third Eye*. Additional eye grants +4 on Search and Spot checks, prevents you from being flanked.

4th-Level Spells

Charm Monster. Makes monster believe it is your ally.
Mnemonic Enhancer [F]**.** *Wizard only.* Prepares extra spells or retains one just cast.
Scrying [F]**.** Spies on subject from a distance.

5th-Level Spells

Dominate Person. Controls humanoid telepathically.
Telekinesis. Moves object, attacks creature, or hurls object or creature.
Telepathic Bond. Link lets allies communicate.

6th-Level Spells

Mage's Lucubration. Recalls spell of 5th level or lower.
Suggestion, Mass. As *suggestion,* plus one subject/level.
True Seeing [M]**.** Lets you see all things as they really are.

7th-Level Spells

Insanity. Subject suffers continuous *confusion*.
Scrying, Greater. As *scrying*, but faster and longer.

8th-Level Spells

Charm Monster, Mass. As *charm monster,* but all within 30 ft.
Mind Blank. Subject is immune to mental/emotional magic and scrying.

9th-Level Spells

Dominate Monster. As *dominate person,* but any creature.

Minor Power: Guarded Mind (Su)

By invoking this power, the eldritch weaver gains a +2 bonus on Will saves for 1d4+1 minutes. If the eldritch weaver should fail a saving throw against any charm or compulsion effect while this power lasts, he can attempt a new saving throw at the original DC after 1d4 rounds (assuming the effect is still in operation). The eldritch weaver gets only one extra saving throw against any particular charm or compulsion effect.

Major Power: Mental Shock (Su)

This power creates a line of terrible mental force 30 feet long. Creatures in the area must make a Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier) or be dazed for 1d4 rounds.

Thread of Oration

1st-Level Spells

Charm Person. Makes one person your friend.
Comprehend Languages. You understand all spoken and written languages.
Ventriloquism. Throws voice for 1 min./level.

2nd-Level Spells

Enthrall. Captivates all within 100 ft. + 10 ft./level.
Hideous Laughter. Subject loses actions for 1 round/level.
Magic Mouth [M]**.** Speaks once when triggered.

3rd-Level Spells

Heroism. Gives +2 bonus on attack rolls, saves, skill checks.
Suggestion. Compels subject to follow stated course of action.
Tongues. Speak any language.

4th-Level Spells

Charm Monster. Makes monster believe it is your ally.
Shout. Deafens all within cone and deals 5d6 sonic
Secret Speech*. You and creatures you select conceal hidden messages in your normal speech.

5th-Level Spells

Dominate Person. Controls humanoid telepathically.
Sending. Delivers short message anywhere, instantly.

6th-Level Spells

Heroism, Greater. Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
Suggestion, Mass. As *suggestion,* plus one subject/level.

7th-Level Spells

Power Word Blind. Blinds creature with 200 hp or less.
Charm Monster, Mass. As *charm monster,* but all within 30 ft.

8th-Level Spells

Demand. As *sending,* plus you can send *suggestion.*
Power Word Stun. Stuns creature with 150 hp or less.

9th-Level Spells

Power Word Kill. Kills one creature with 100 hp or less.

Minor Power: Skilled Oration (Su)

This power makes the eldritch weaver's voice more compelling. When the eldritch weaver makes a Bluff, Diplomacy, or Perform (Oration) check, she adds her class level as a bonus on the check if she has at least one rank in the skill, or one-half her class level if untrained.

Alternatively, the eldritch weaver can create a 20-foot emanation to negate sonic or language-dependant effects. This use of the power lasts as long as the eldritch weaver speaks and concentrates, during which time she makes a level check (1d20 + class level) each round. Sonic or language-dependent effects are negated within the emanation unless the creatures wielding those effects make a level check equal to or higher than the eldritch weaver's level check.

If a creature is already under the effect of an ongoing sonic or language-dependent effect when it finds itself within the emanation, the effect is negated if the wielder's level check fails to overcome the eldritch weaver's.

Major Power: Great Oration (Su)

The eldritch weaver can hold creatures spellbound with his voice, affecting up to one creature per point of Wisdom bonus (minimum one) if he speaks continuously for a full round. To be affected, the creature and the eldritch weaver must have line of sight to each other and the creature must be able to hear the eldritch weaver speak. Creatures with Intelligence scores of 2 or lower are not affected.

An affected creature must make a successful Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier) or become dazed, taking no actions as it sits or stands calmly and listens to the oration. The creature remains dazed for as long as the eldritch weaver continues to speak and concentrate (up to a maximum of 1 round per two eldritch weaver levels). Any attack upon or damage dealt to the creature allows it a new saving throw.

The eldritch weaver and the subject creature need not share a common language, but if they don't, the subject gains a +2 bonus on its save. Likewise, the subject creature gains +2 bonus on its save if it is a different creature type than the eldritch weaver, and gains a further +2 bonus whenever combat or some other distraction is occurring in the area.

After holding creatures dazed for at least 1 round, the eldritch weaver can attempt to impose one of three additional effects. As any saves allowed against the new effects, the attempt allows creatures a new saving throw against the great oration's original daze effect.

- *Suggestion*, as the spell. All the creatures affected must be given the same suggestion, which lasts a maximum of 1 minute.
- *Confusion*, as the spell, except that the effect lasts a maximum of 1 minute.
- *Hideous laughter*, as the spell, except that the effect lasts 1 round per two eldritch weaver levels.

This power is a mind-affecting compulsion effect.

Thread of the Rogue

1st-Level Spells

Jump. Subject gets bonus on Jump checks.
Slip Bonds*. Subject gains bonus on Escape Artist checks, can squeeze through small spaces.
Unseen Servant. Invisible force obeys your commands.

2nd-Level Spells

Cat's Grace. Subject gains +4 to Dex for 1 min./level.
Knock. Opens locked or magically sealed door.
Spider Climb. Grants ability to walk on walls and ceilings.

3rd-Level Spells

Displacement. Attacks miss subject 50%.
Gaseous Form. Subject becomes insubstantial and can fly slowly.
Shrink Item. Object shrinks to one-sixteenth size.

4th-Level Spells

Arcane Eye. Invisible floating eye moves 30 ft./round.
Dimension Door. Teleports you short distance.
Invisibility, Greater. As *invisibility,* but subject can attack and stay invisible.

5th-Level Spells

Alter Metal [M]***.** Transmute 1 lb./level (max. 20 lb.) of metal objects.
Passwall. Creates passage through wood or stone wall.
Telekinesis. Moves object, attacks creature, or hurls object or creature.

6th-Level Spells

Cat's Grace, Mass. As *cat's grace*, affects one subject/level.
Contingency [F]. Sets trigger condition for another spell.

7th-Level Spells

Ethereal Jaunt. You become ethereal for 1 round/level.
Phase Door. Creates an invisible passage through wood or stone.

8th-Level Spells

Polymorph Any Object. Changes any subject into anything else.
Screen. *Illusion* hides area from vision, scrying.

9th-Level Spells

Astral Projection [M]. Projects you and companions onto Astral Plane.
Etherealness. Travel to Ethereal Plane with companions.

Minor Power: Evade Foe (Su)

As a free action, the eldritch weaver selects one foe and gains a 20% miss chance against that foe's attacks for 1 round. If the eldritch weaver is subject to another effect that imposes a miss chance on attacks against him (such as concealment or a *blur* spell), each miss chance is checked separately (with the higher chance typically checked first).

The eldritch weaver cannot attack the foe he is evading with this power, though he still threatens that foe if he is armed. Should the eldritch weaver attack the foe he is evading (including making an attack of opportunity against that foe), the effect of this power is negated (though the eldritch weaver could use the power against the same foe during his next turn).

Major Power: Precise Attack (Su)

As a free action, the eldritch weaver can designate one melee or ranged attack she makes as a precise attack, dealing an additional 2d6 points of damage on a successful hit. The eldritch weaver cannot use this power against a foe that is not normally subject to sneak attacks or critical hits (such as constructs and undead), and if the precise attack is a ranged attack, the foe must be within 30 feet.

If the eldritch weaver also has the sneak attack ability, the damage from a precise attack stacks with any sneak attack damage the eldritch weaver might deal.

Thread of the Scribe

1st-Level Spells

Comprehend Languages. You understand all spoken and written languages.
Erase. Mundane or magical writing vanishes.
Quickscribe*. Magically copy text, images, or spoken words.

2nd-Level Spells

Arcane Seal, Lesser [M*]. Magic seal protects door or other closure, can deal energy damage if broken.
Obscure Text*. Magical or mundane writing appears illegible.
Secret Page. Changes one page to hide its real content.

3rd-Level Spells

Explosive Runes. Deals 6d6 damage when read.
Illusory Script [M]. Only intended reader can decipher.
Sepia Snake Sigil [M]. Creates text symbol that immobilizes reader.

4th-Level Spells

Arcane Seal [M*]. As *lesser arcane seal*, except greater strength and damage.
Secret Missive [M*]. Short message is concealed within larger text.
Symbol of Despair [M*]. Triggered rune fills nearby creatures with utter despair.

5th-Level Spells

Symbol of Pain [M]. Triggered rune wracks nearby creatures with pain.
Symbol of Sleep [M]. Triggered rune puts nearby creatures into catatonic slumber.
Tangled Script [M*]. Reading text deals Int damage, causes creatures to be fascinated.

6th-Level Spells

Arcane Seal, Greater [M*]. As *lesser arcane seal*, except greater strength and damage.
Symbol of Fear [M]. Triggered rune panics nearby creatures.
Symbol of Persuasion [M]. Triggered rune charms nearby creatures.

7th-Level Spells

Symbol of Stunning [M]. Triggered rune stuns nearby creatures.
Symbol of Weakness [M]. Triggered rune weakens nearby creatures.

8th-Level Spells

Symbol of Death [M]. Triggered rune slays nearby creatures.
Symbol of Insanity [M]. Triggered rune renders nearby creatures insane.

9th-Level Spells

Symbol of Destruction [M*]. Triggered rune destroys nearby creatures and consumes their remains.

Minor Power: Quicken Scroll (Ex)

The eldritch weaver can activate one spell from a scroll as a free action, provided the spell has a casting time of one standard action or less.

Major Power: Delay Spell (Su)

As a full-round action, the eldritch weaver can cast a spell and cause its effects to be delayed for up to 1 round per class level. A delayed spell is cast according to all the same rules as a normal spell (including provoking attacks of opportunity).While casting the spell, the eldritch weaver scribes a magical inscription, tracing glowing script on an object, a willing creature, or into empty air. This script glows dimly, shedding about as much light as a candle. A successful Spellcraft check (DC 15 + spell level) allows a viewer to identify the delayed spell

When the specified delay is up, the spell takes effect at whatever point the caster left the inscription. Delayed spells with touch range are wasted unless the caster leaves the inscription somewhere that the spell can take effect. For example, a delayed *shocking grasp* will take effect normally if inscribed onto a person, but would be wasted if scribed into empty air or onto an unattended object.

A spell with personal range or targets the caster is ineffective as a delayed spell unless the caster places the inscription on himself or his equipment. Likewise, effects that spring from the caster's

person are wasted unless the caster places the inscription on himself or his equipment. Spells with areas or effects take effect where the inscription is left, with the point of origin for the area or effect centered on the inscription.

The glowing script from a delayed spell has the same magical aura as the spell itself when the spell is active. A delayed spell is subject to dispelling, with the dispel attempt simply directed at the glowing inscription.

If the spell to be delayed has a casting time longer than one standard action, casting it as a delayed spell requires one additional full-round action.

Thread of Shadows

1st-Level Spells

Affect Flames*. Dampen or fan nonmagical fires.
Sleep. Puts 4 HD of creatures into magical slumber.
Torchdim*. Reduce illumination from mundane and magical light.

2nd-Level Spells

Blindness/Deafness. Makes subject blinded or deafened.
Darkness. 20-ft. radius of supernatural shadow.
Invisibility. Subject is invisible for 1 min./level or until it attacks.

3rd-Level Spells

Deep Slumber. Puts 10 HD of creatures to sleep.
Displacement. Attacks miss subject 50%.
Invisibility Sphere. Makes everyone within 10 ft. invisible.

4th-Level Spells

Deeper Darkness. Object sheds supernatural shadow in 60-ft. radius.
Invisibility, Greater. As *invisibility,* but subject can attack and stay invisible.
Shadow Conjuration: Mimics conjuration below 4th level, but only 20% real.

5th-Level Spells

Mind Fog. Subjects in fog get –10 to Wis and Will checks.
Shadow *Evocation***.** Mimics evocation of lower than 5th level, but only 20% real.

6th-Level Spells

Mislead. Turns you invisible and creates illusory double.
Shadow Walk. Step into shadow to travel rapidly.

7th-Level Spells

Project Image. Illusory double can talk and cast spells.
Shadow Conjuration, Greater. As *shadow conjuration,* but up to 6th level and 60% real.

8th-Level Spells

Shadow *Evocation***, Greater.** As *shadow evocation,* but up to 7th level and 60% real.

9th-Level Spells

Shades. As *shadow conjuration*, but up to 8th level and 80% real.

Minor Power: Lesser Shadow Form (Su)

Upon invoking this power, the eldritch weaver becomes immune to poison and critical hits, and gains a +10 circumstance bonus to Hide checks in areas of weak or dim light (anything less than direct sunlight or a *daylight* spell) for 1d4+1 rounds.

Major Power: Shadow Form (Su)

Upon invoking this power, the eldritch weaver and all her gear become partially incorporeal for 1d4+1 rounds or until dismissed. The eldritch weaver loses all benefits from her armor and natural armor bonuses, though her AC bonuses from size and Dexterity, deflection bonuses, and armor bonuses from force effects or *ghost touch* armor still apply. The eldritch weaver can fly at a speed of 30 feet (perfect maneuverability) and her land speed increases by +30 feet. Physical attacks against her have a 50% miss chance, though magical effects work normally, and. the eldritch weaver's own physical attacks and magical attacks that rely on touch fail 25% of the time.

While in shadow form, the eldritch weaver can move through (but not see through) solid objects. However, for each 5 feet of solid material she passes through, there is a 50% chance that the eldritch weaver is shunted off to the nearest open space, taking 1d6 points of damage per 5 feet so traveled.

Thread of the Skald

1st-Level Spells

Alarm. Wards an area for 2 hours/level.
Hypnotism. Fascinates 2d4 HD of creatures.
Ventriloquism. Throws voice for 1 min./level.

2nd-Level Spells

Blindness/Deafness. Makes subject blinded or deafened.
Eagle's Splendor. Subject gains +4 to Cha for 1 min./level.
Enthrall. Captivates all within 100 ft. + 10 ft./level.

3rd-Level Spells

Glibness. You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.
Sculpt Sound. Creates new sounds or changes existing ones.
Tongues. Speak any language.

4th-Level Spells

Break Enchantment. Frees subjects from enchantments, alterations, curses, and petrification.
Geas, Lesser. Commands subject of 7 HD or less.
Shout. Deafens all within cone and deals 5d6 sonic

5th-Level Spells

Mind Fog. Subjects in fog get –10 to Wis and Will checks.
Seeming. Changes appearance of one person per two levels.
Sending. Delivers short message anywhere, instantly.

6th-Level Spells

Geas/Quest. As *lesser geas,* plus it affects any creature.
Legend Lore M F**.** Lets you learn tales about a person, place, or thing.
Eagle's Splendor, Mass. As *eagle's splendor*, affects one subject/level.

7th-Level Spells

Limited Wish [X]**.** Alters reality—within spell limits.
Project Image. Illusory double can talk and cast spells.

8th-Level Spells

Demand. As *sending*, plus you can send *suggestion*.
Shout, Greater. Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

9th-Level Spells

Wail of the Banshee. Kills one creature/level.

Minor Power: Harmonic Performance (Su)

This power creates harmonics in a 10-foot emanation centered on the eldritch weaver, which negates sonic or language-dependant effects for 1d4+1 rounds. Each round, the eldritch weaver makes a level check (1d20 + class level), with sonic or language-dependent effects negated within the emanation unless the creatures wielding those effects make a level check equal to or higher than the eldritch weaver's level check.

If a creature is already under the effect of an ongoing sonic or language-dependent effect when it finds itself within the emanation, the effect is negated if the wielder's level check fails to overcome the eldritch weaver's.

Alternatively, the eldritch weaver can use this power when making a Perform check, adding her class level as a bonus on the check if she has at least one rank in the skill, or one-half her class level if untrained.

Major Power: Destructive Harmonics (Su)

This power creates harmonics in a 10-foot-radius burst centered anywhere within 60 feet of the eldritch weaver. Objects, constructs, and undead within the burst take 3d8 points of sonic damage, while living creatures within the area of effect are deafened for 1d4 rounds and may be stunned for 1 round if they fail a Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier).

Creatures, attended objects, and unattended magic items in the burst are allowed Fortitude saves against the effect, with objects, constructs, and undead taking no damage on a successful save.

Thread of Smiting

1st-Level Spells

Chill Touch. One touch/level deals 1d6 damage and possibly 1 Str damage.
Magic Missile. 1d4+1 damage; +1 missile per two levels above 1st (max 5).
True Strike. +20 on your next attack roll.

2nd-Level Spells

Bull's Strength. Subject gains +4 to Str for 1 min./level.
Shatter. Sonic vibration damages objects or crystalline creatures.
Touch of Idiocy. Subject takes 1d6 points of Int, Wis, and Cha damage.

3rd-Level Spells

Heroism. Gives +2 bonus on attack rolls, saves, skill checks.
Ray of Exhaustion. Ray makes subject exhausted.
Vampiric Touch. Touch deals 1d6/two levels damage; caster gains damage as hp.

4th-Level Spells

Enervation. Subject gains 1d4 negative levels.
Ice Storm. Hail deals 5d6 damage in cylinder 40 ft. across.
Shout. Deafens all within cone and deals 5d6 sonic

5th-Level Spells

Interposing Hand. Hand provides cover against one opponent.
Feeblemind. Subject's Int and Cha drop to 1.
Forceful Hand. Hand pushes creatures away.
Telekinesis. Moves object, attacks creature, or hurls object or creature.

6th-Level Spells

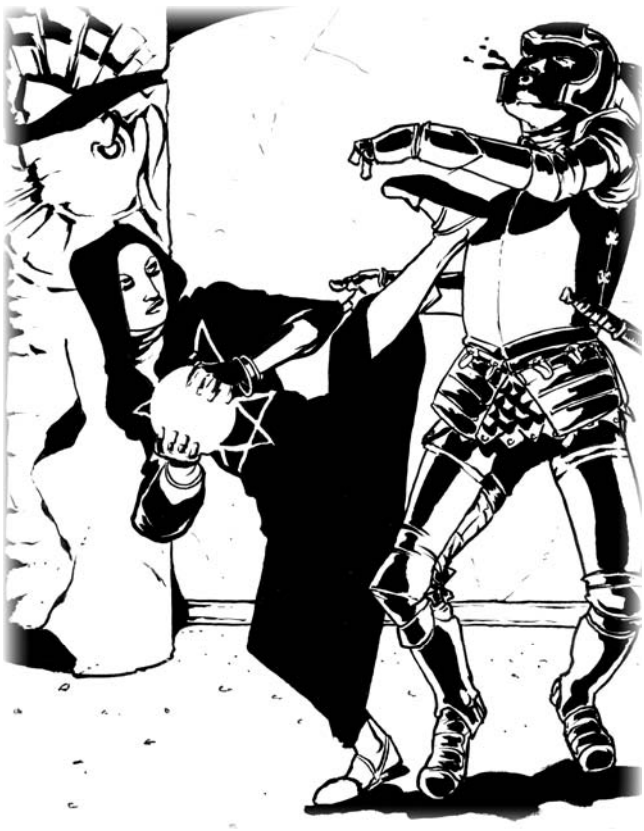
Heroism, Greater. Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
Bull's Strength, Mass. As *bull's strength*, affects one subject/level.

7th-Level Spells

Grasping Hand. Hand provides cover, pushes, or grapples.
Mage's Sword [F]**.** Floating magic blade strikes opponents.
Power Word Blind. Blinds creature with 200 hp or less.

8th-Level Spells

Clenched Fist. Large hand provides cover, pushes, or attacks your foes.
Power Word Stun. Stuns creature with 150 hp or less.



9th-Level Spells

Crushing Hand. Large hand provides cover, pushes, or crushes your foes.
Power Word Kill. Kills one creature with 100 hp or less.

Minor Power: Unarmed Strike (Ex)

The eldritch weaver can use the attack or full attack action to deal an unarmed blow (or several unarmed blows if his base attack bonus is high enough) without provoking an attack of opportunity. The eldritch weaver can deliver the blows with either hand or even with elbows, knees, and feet (and so can make unarmed strikes even with his hands full). He never suffers the penalty for an off-hand attack using this power, and always applies his full Strength bonus to the damage he deals.

The eldritch weaver's unarmed strike deals either lethal or nonlethal damage at the character's discretion, with no penalty on the attack roll. Damage dealt while grappling can likewise be lethal or nonlethal. The eldritch weaver's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either weapon type.

Damage dealt with this power depends on the eldritch weaver's size:

Unarmed Strike

Size	Unarmed Damage
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Alternatively, the eldritch weaver can use the unarmed strike as a secondary natural attack when he uses the full attack action with a weapon, making a single extra attack at his highest base attack bonus (though this attack takes a –2 penalty).

Major Power: Smite (Su)

As a standard action, the eldritch weaver can make a single melee attack at a +4 bonus, getting a bonus on the damage roll equal to her class level if she hits. The eldritch weaver must declare the smite attempt before making the attack.

If the eldritch weaver uses this power in conjunction with the unarmed strike power, she makes a single unarmed attack as a standard action.

Thread of Spheres

1st-Level Spells

Brimstone*. Fiery stone deals 1d4 fire damage/level (max. 5d4) plus nauseates targets, as melee touch attack or splash weapon.
Pearl of Brilliance*. Silvery sphere deals 1d6 + 1 point/level damage plus dazzles targets (undead take more damage and are blinded), as melee touch attack or splash weapon.
Thought Sphere*. Thoughts become visible for you or touched creature.

2nd-Level Spells

Air Bubble*. Surrounds your head to let you breathe underwater, gain +4 save bonus against airborne disease or poison.
Amber Globes*. Up to five globes of energy deal 1d6 electricity damage total (max. 10d6) as splash weapon, or can be detonated remotely.
Flaming Sphere. Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

3rd-Level Spells

Tiny Hut. Creates shelter for ten creatures.
Force Marbles*. Invisible spheres of force impede movement and increase strength of any surface.
Sunglobe*. Searing globe deals 1d8 fire damage/level (max. 10d8) plus blinds targets, as melee touch attack or splash weapon.

4th-Level Spells

Globe of Invulnerability, Lesser. Stops 1st- through 3rd-level spell effects.
Puffball*. Leathery sphere releases acidic vapor and toxic dust as splash weapon, deals 1d8/two levels damage (max. 5d8) plus Con damage and blindness.
Resilient Sphere. Force globe protects but traps one subject.

5th-Level Spells

Brimstone Storm*. Hot, smoking stones deal 3d6 bludgeoning damage plus 3d6 fire damage; smoke obscures vision, grants concealment, and nauseates creatures.
Iron Sphere*. Deals 1d4 piercing/force damage/level (max. 15d4) plus magnetizes metal on targets, as melee touch attack or splash weapon.

6th-Level Spells

Freezing Sphere. Freezes water or deals cold damage.
Globe of Invulnerability, Lesser. Stops 1st- through 3rd-level spell effects.

7th-Level Spells

Crystal Globes*. Up to five globes of energy deal 1d6 force damage (max. 20d6) as splash weapon, or can be detonated remotely; one globe petrifies target.

8th-Level Spells

Telekinetic Sphere. As *resilient sphere,* but you move sphere telekinetically.

9th-Level Spells

Prismatic Sphere. As *prismatic wall*, but surrounds on all sides.

Minor Power: Dancing Sphere (Su)

The eldritch weaver creates a 5-foot diameter pulsating sphere of magical force at any point within 30 feet, shedding light as a lantern and dealing damage at the eldritch weaver's discretion.

Once created, the sphere moves at a speed of 30 feet through the air or along a surface as the eldritch weaver directs, or can be made to follow a simple movement program set at the time of casting. Directing the sphere requires a move action, but the sphere follows a program without any further attention from the eldritch weaver. Movement programs must be fairly simple and clear

(move forward or backward, up or down; follow a circular path at a specified height; move along the left side of a corridor; and so on). Once the eldritch weaver sets a program for the sphere, it cannot be changed.

The sphere can pass through creatures but not solid objects, and if created to deal damage, deals 1d8 points of force damage to any creature in its path not succeeding on a Reflex save (DC 10 + 1/2 eldritch weaver level + Wis modifier).

The sphere lasts 1 minute once created.

Major Power: Stasis Sphere (Su)

The eldritch weaver creates a sphere of magical force large enough to enclose a single object or creature of up to Tiny size. By touching an unattended item or an item he holds while invoking the power, the eldritch weaver places it within the sphere in a state of suspended animation. For the item, time ceases to flow, such that the item does not deteriorate or spoil, and the duration of any spell placed upon it is temporarily suspended for as long as it remains in the sphere (though any effects created by the item are halted while in stasis). For example, if the eldritch weaver placed a *sunrod* or a lit torch within the sphere for several hours, either item would still be burning when removed as if no time had passed, but would shed no light or heat while in stasis within the sphere.

Once created, the sphere lasts one day or until the eldritch weaver who created it touches it and dismisses the effect (a standard action that does not provoke an attack of opportunity). No force or effect can harm the item within the sphere, and the sphere itself is impervious to damage and to dispelling (though a *disintegrate* or *mage's disjunction* effect destroys it, leaving anything inside unharmed).

The sphere weighs as much as whatever it holds, and if the contents are buoyant enough to float in water the sphere floats as well. Once the sphere is created, anyone can hold or carry it.

A creature placed in the sphere enjoys the same protection as an object, with all biological function ceasing until it is released. Only willing creatures can be placed within the sphere, and while inside, the creature has no senses and no thoughts.

Thread of Storms

1st-Level Spells

Heat Lightning*. Vertical strokes of lightning deal 1d6 nonlethal damage +1/level (max. +5), plus dazzle and set creatures on fire.
Precipitate*. Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impedes movement.
Shocking Grasp. Touch delivers 1d6/level electricity damage (max 5d6).

2nd-Level Spells

Gust of Wind. Blows away or knocks down smaller creatures.
Ride Winds*. Fall safely, levitate, or fly by floating on the air.
Whispering Wind. Sends a short message 1 mile/level.

3rd-Level Spells

Lightning Bolt. Electricity deals 1d6/level damage.
Sleet Storm. Hampers vision and movement.
Wind Wall. Deflects arrows, smaller creatures, and gases.

4th-Level Spells

Call Lightning. Calls down lightning bolts (3d6 per bolt) from sky.
Ice Storm. Hail deals 5d6 damage in cylinder 40 ft. across.
Wall of Ice. *Ice plane* creates wall with 15 hp +1/level, or *hemisphere* can trap creatures inside.

5th-Level Spells

Cone of Cold. 1d6/level cold damage.
Control Winds. Change wind direction and speed.

6th-Level Spells

Call Lightning Storm. As *call lightning*, but 5d6 damage per bolt.
Chain Lightning. 1d6/level damage; 1 secondary bolt/level each deals half damage.

7th-Level Spells

Control Weather. Changes weather in local area.
Fire Storm. Deals 1d6/level fire damage.

8th-Level Spells

Polar Ray. Ranged touch attack deals 1d6/level cold damage.
Whirlwind. Cyclone deals damage and can pick up creatures.

9th-Level Spells

Storm of Vengeance. Storm rains acid, lightning, and hail.

Minor Power: Stormburst (Su)

The eldritch weaver creates an instantaneous blast of icy wind, rain, and lightning that fills a 20-foot-radius burst centered within 30 feet of her. The blast deals 2d6 points of electricity damage and 1d6 points of cold damage to creatures and objects within the burst, and leaves the area drenched with water. A successful Reflex save (DC 10 + 1/2 eldritch weaver level + Wis modifier) reduces the damage by half.

Major Power: Stormcloud (Su)

The eldritch weaver creates a mass of roiling cloud shot through with flashes of lightning and churning hailstones. The cloud fills a 30-foot-radius spread initially centered within 60 feet of the eldritch weaver, and lasts 1 round per two class levels. As a move action, the eldritch weaver can direct the cloud at a speed of 30 feet, moving along the ground or through the air but not through solid objects. The cloud can be created underwater, but if so, cannot be made to pass or extend above the surface. Likewise, a cloud created in air cannot be made to pass into or below a body of water.

Creatures and objects within the cloud take 3d8 points of electricity damage, 2d8 points of cold damage, and 2d8 points of bludgeoning damage. A Reflex save (DC 10 + 1/2 eldritch weaver level + Wis modifier) reduces damage from the cloud by half.

The cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance), while creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

Thread of the Sun & Moon

1st-Level Spells

Affect Flames*. Dampen or fan nonmagical fires.
Color Spray. Knocks unconscious, blinds, and/or stuns weak creatures.
Faerie Fire. Outlines subjects with light, canceling *blur*, concealment, and the like.

2nd-Level Spells

Darkness. 20-ft. radius of supernatural shadow.
Darkvision. See 60 ft. in total darkness.
Hypnotic Pattern. Fascinates (2d4 + level) HD of creatures.

3rd-Level Spells

Daylight. 60-ft. radius of bright light.
Searing Light. Ray deals 1d8/two levels damage, more against undead.
Sunglobe*. Searing globe deals 1d8 fire damage/level (max. 10d8) plus blinds targets, as melee touch attack or splash weapon.

4th-Level Spells

Deeper Darkness. Object sheds supernatural shadow in 60-ft. radius.
Rainbow Pattern. Lights fascinate 24 HD of creatures.
Sunray*. Ambient light fuels scorching beam, deals varying damage as ranged touch attack and may set targets on fire.

5th-Level Spells

Cloak of Gloom*. Barrier or personal effect grants concealment, dims light, and saps your enemies' will.

Moonbright*. Globe of light dazzles and deals 4d4 damage (1d4/level damage against undead).
Shooting Star*. 1d6/two levels fire/sonic damage (max 15d6) along line of path, plus 1d6/two levels fire/sonic damage in 15-ft.-radius burst.

6th-Level Spells

Moonshadows*. Target creatures' shadows become shadow monsters which attack, dealing 1d4 damage plus 1d4 Str damage.
Sun Motes*. Searing cloud blinds creatures and deals 4d6 fire damage plus 1d6 fire damage/round.

7th-Level Spells

Prismatic Spray. Rays hit subjects with variety of effects.
Starblade [F]***.** Blade of force is wielded as weapon, deals 3d6 damage.

8th-Level Spells

Blackburst*. Globe of blackness sickens, deals 1d6/level cold/negative energy damage (max. 25d6).
Sunburst. Blinds all within 10 ft., deals 6d6 damage.

9th-Level Spells

Prismatic Sphere. As *prismatic wall*, but surrounds on all sides.
Prismatic Wall. Wall's colors have array of effects.

Minor Power: Nighteyes (Su)

The eldritch weaver can give himself low-light vision, enabling him to see twice as well as a human at night or in dim illumination, or darkvision with a range of 60 feet. Neither effect stacks with any other source of low-light vision or darkvision.

This effect lasts 1d4+1 hours.

Major Power: Stone of the Sun and Moon (Su)

To use this power, the eldritch weaver requires a moonstone or crystal prism worth at least 50 gp. As a standard action, the eldritch weaver can make the stone emit a 60-foot cone of dim light or a 30-foot cone of bright light, with either effect lasting for 1d6+1 hours.

While either of the above light effects is in operation and the eldritch weaver holds the stone, she can make the stone emit a blinding ray of light up to 60 feet long. Any creature struck by a ranged touch attack is blinded for 1d4 rounds unless it makes a Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier). This use of the stone extinguishes the light until the power is used again.

The eldritch weaver can have any number of stones operational at once (subject to her daily use limit for the power), but each requires a 50 gp stone as a focus. Other creatures can carry the stone for illumination, but only the eldritch weaver can evoke the blinding ray.

Thread of Surcease

1st-Level Spells

Hypnotism. Fascinates 2d4 HD of creatures.
Sleep. Puts 4 HD of creatures into magical slumber.
Id Seizure*. Disorienting thoughts limit actions in target creature.

2nd-Level Spells

Daze Monster. Living creature of 6 HD or less loses next action.
Ghoul Touch. Paralyzes one subject, which exudes stench that makes those nearby sickened.
Hypnotic Pattern. Fascinates (2d4 + level) HD of creatures.

3rd-Level Spells

Deep Slumber. Puts 10 HD of creatures to sleep.
Dispel Magic. Cancels spells and magical effects.
Hold Person. Paralyzes one humanoid for 1 round/level.

4th-Level Spells

Dimensional Anchor. Bars extradimensional movement.
Rainbow Pattern. Lights fascinate 24 HD of creatures.
Remove Curse. Frees object or person from curse.

5th-Level Spells

Break Enchantment. Frees subjects from enchantments, alterations, curses, and petrification.
Dismissal. Forces a creature to return to native plane.
Hold Monster. As *hold person*, but any creature.

6th-Level Spells

Circle of Death [M]**.** Kills 1d4/level HD of creatures.
Dispel Magic, Greater. As *dispel magic,* but +20 on check.
Flesh to Stone. Turns subject creature into statue.

7th-Level Spells

Banishment. Banishes 2 HD/level of extraplanar creatures.
Hold Person, Mass. As *hold person*, but all within 30 ft.
Sequester. Subject is invisible to sight and scrying; renders creature comatose.

8th-Level Spells

Binding [M]**.** Utilizes an array of techniques to imprison a creature.
Dimensional Lock. Teleportation and interplanar travel blocked for one day/level.
Trap the Soul [M F]**.** Imprisons subject within gem.

9th-Level Spells

Hold Monster, Mass. As *hold monster,* but all within 30 ft.
Imprisonment. Entombs subject beneath the earth.
Mage's Disjunction. Dispels magic, disenchants magic items.

Minor Power: Wall of Inertia (Su)

The eldritch weaver creates an invisible barrier centered at any point within close range (25 ft. + 5 ft./2 levels) which slows down creatures or objects passing through it. The barrier fills one 10-foot square per point of its creator's Wisdom bonus (minimum one square), and can be made longer by reducing its width (one 20-foot by 5-foot square per point of Wisdom bonus, minimum one square). The wall must be must be flat, unbroken, and oriented either vertically or horizontally when created, and lasts 1d4+1 rounds.

A creature can only pass through the wall by making a successful Reflex save (DC 10 + 1/2 eldritch weaver level + Wis modifier). On a failed save, its movement ends, though it can try to pass through the barrier again if it still has a move action available in its turn. If the wall stops a flying creature's movement, the creature must land, or will fall if it has not met its minimum forward speed (if any) for the turn.

Falling creatures will be stopped by a horizontal wall without taking falling damage. Once stopped, the falling creature's turn ends if it has fallen more than 500 feet in the current round, but if it has fallen 500 feet or less, it can take a standard or move action after stopping (though it cannot actually move unless it has a fly speed or the wall touches some area where it could normally move). A creature which cannot move off the wall must await rescue or the end of the effect's duration, at which point it will fall again.

Projectiles and other propelled objects are deflected slightly by the wall, such that the targets of ranged weapon attacks passing through it gain a +4 AC bonus. Targeted magical effects, including rays, ignore the wall.

A creature can make melee attacks through the wall even without passing through it, though any targets gain a +4 AC bonus.

Major Power: Wall of Negation (Su)

The eldritch weaver creates an invisible barrier whose form and duration are as for the wall of inertia, but which can negate magical effects that pass through it. If the line of effect for a spell or spell-like ability passes through the barrier, the eldritch weaver makes a dispel check to negate the effect (see ***Dispel Magic*** in the *PHB*, except the maximum caster level is +20). When the line of effect for a supernatural ability passes through the wall, the eldritch weaver makes a dispel check to negate the effect but uses only half his caster level (maximum +10). The caster level for the supernatural effect is equal to the Hit Dice of the creature using the ability.

The wall of negation has no effect on spells or other magical effects operating on creatures or objects that pass or reach through it, nor does it affect magical effects delivered through the barrier by touch.

Thread of Travelers

1st-Level Spells

Floating Disk. Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.
Mount. Summons riding horse for 2 hours/level.
Unseen Servant. Invisible force obeys your commands.

2nd-Level Spells

Levitate. Subject moves up and down at your direction.
Longstrider. Your speed increases by 10 ft.
Ride Winds*. Fall safely, levitate, or fly by floating on the air.

3rd-Level Spells

Fly. Subject flies at speed of 60 ft.
Phantom Steed. Magic horse appears for 1 hour/level.
Tiny Hut. Creates shelter for ten creatures.

4th-Level Spells

Dimension Door. Teleports you short distance.
Secure Shelter. Creates sturdy cottage.

5th-Level Spells

Mage's Faithful Hound. Phantom dog can guard, attack.
Overland Flight. You fly at a speed of 40 ft. and can hustle over long distances.
Teleport. Instantly transports you as far as 100 miles/level.

6th-Level Spells

Control Water. Raises or lowers bodies of water.
Shadow Walk. Step into shadow to travel rapidly.

7th-Level Spells

Mage's Magnificent Mansion [F]**.** Door leads to extradimensional mansion.
Plane Shift [F]**.** As many as eight subjects travel to another plane.
Teleport, Greater. As *teleport,* but no range limit and no off-target arrival.

9th-Level Spells

Gate [X]**.** Connects two planes for travel or summoning.
Teleportation Circle [M]**.** Circle teleports any creature inside to designated spot.

Minor Power: Unflagging Traveler (Su)

Whenever the eldritch weaver makes a Survival check to get along in the wild, deal with or predict the weather, keep from getting lost, or avoid wilderness hazards, she can add her class level to the check result. This power does not affect Survival checks made to follow tracks.

Major Power: Speedy Traveler (Su)

By invoking this power, the eldritch weaver gains +10 feet to his base speed for 1 hour.

Alternatively, the eldritch weaver can use this power to instantly transport himself and up to 50 lb. of equipment (and his familiar if touched) up to 7 leagues (21 miles). This power otherwise works like the *greater teleport* spell, but the eldritch weaver can only instantly transport himself once per day, no matter how many daily uses of this power he normally has.

Thread of the Undead

1st-Level Spells

Chill Touch. One touch/level deals 1d6 damage and possibly 1 Str damage.
Detect Undead. Reveals undead within 60 ft.
Ray of Enfeeblement. Ray deals 1d6 +1 per two levels Str damage.

2nd-Level Spells

Command Undead. Undead creature obeys your commands.
False Life. Gain 1d10 temporary hp +1/level (max +10).
Spectral Hand. Creates disembodied glowing hand to deliver touch attacks.

3rd-Level Spells

Gentle Repose. Preserves one corpse.
Halt Undead. Immobilizes undead for 1 round/level.
Vampiric Touch. Touch deals 1d6/two levels damage; caster gains damage as hp.

4th-Level Spells

Animate Dead [M]**.** Creates undead skeletons and zombies.
Contagion. Infects subject with chosen disease.
Enervation. Subject gains 1d4 negative levels.

5th-Level Spells

Blight. Withers one plant or deals 1d6/level damage to plant creature.
Magic Jar [F]**.** Enables possession of another creature.
Waves of Fatigue. Several targets become fatigued.

6th-Level Spells

Circle of Death [M]**.** Kills 1d4/level HD of creatures.
Create Undead [M]**.** Creates ghouls, ghasts, mummies, or mohrgs.
Undeath to Death [M]**.** Destroys 1d4/level HD of undead (max 20d4).

7th-Level Spells

Control Undead. Undead don't attack you while under your command.
Finger of Death. Kills one subject.
Waves of Exhaustion. Several targets become exhausted.

8th-Level Spells

Create Greater Undead [M]**.** Create shadows, wraiths, spectres, or devourers.
Horrid Wilting. Deals 1d6/level damage within 30 ft.

9th-Level Spells

Energy Drain. Subject gains 2d4 negative levels.
Soul Bind [F]**.** Traps newly dead soul to prevent *resurrection*.

Minor Power: Rebuke Undead (Su)

The eldritch weaver can rebuke undead as an evil cleric of one-half her eldritch weaver level.

Major Power: Vampiric Fortitude (Su)

As a free action, the eldritch weaver can invoke this power to gain damage reduction 5/silver, fast healing 2, and resistance to cold and electricity 10 for 1d6 minutes. The following types of attacks and effects have a 25% chance of failure when used against the eldritch weaver: physical ability damage (Constitution, Dexterity, and Strength), critical hits, magical death effects, death from massive damage, energy drain, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), nonlethal damage, paralysis, poison, and stunning. If the above attacks or effects fail, the eldritch weaver suffers no harm from the effect (though area effects still work normally against other creatures in the area). If a critical hit fails against the eldritch weaver, he still takes normal damage from the attack.

Thread of Veils

1st-Level Spells

Disguise Self. Changes your appearance.
Magic Aura. Alters object's magic aura.
Obscuring Mist. Fog surrounds you.

2nd-Level Spells

Fog Cloud. Fog obscures vision.
Invisibility. Subject is invisible for 1 min./level or until it attacks.

Misdirection. Misleads divinations for one creature or object.
Shadow Curtain*. Curtain or hemisphere of blackness blocks line of sight and line of effect for low-level divination spells.

3rd-Level Spells

Invisibility Sphere. Makes everyone within 10 ft. invisible.
Nondetection [M]**.** Hides subject from divination, scrying.
Stinking Cloud. Nauseating vapors, 1 round/level.

4th-Level Spells

Invisibility, Greater. As *invisibility,* but subject can attack and stay invisible.
Polymorph. Gives one willing subject a new form.
Solid Fog. Blocks vision and slows movement.

5th-Level Spells

Cloak of Gloom*. Barrier or personal effect grants concealment, dims light, and saps your enemies' will.
Cloudkill. Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.
Hold Monster. As *hold person*, but any creature.
Seeming. Changes appearance of one person per two levels.

6th-Level Spells

Acid Fog. Fog deals acid damage.
Mislead. Turns you invisible and creates illusory double.
Veil. Changes appearance of group of creatures.

7th-Level Spells

Invisibility, Mass. As *invisibility*, but affects all in range.
Project Image. Illusory double can talk and cast spells.
Statue. Subject can become a statue at will.

8th-Level Spells

Incendiary Cloud. Cloud deals 4d6 fire damage/round.
Screen. *Illusion* hides area from vision, scrying.

9th-Level Spells

Shapechange [F]**.** Transforms you into any creature, and change forms once per round.

Minor Power: Concealing Shroud (Su)

The eldritch weaver covers himself with a shroud of dull gray motes that partially mask his movements and exact location, granting concealment (20% miss chance). Magical effects that defeat illusions, such as *true seeing*, negate the eldritch weaver's concealment, as does the blindsight special quality, but neither *see invisibility* nor the blindsense special quality have any effect.

This power is an illusion (glamer) effect, and once invoked, lasts 1d6+1 rounds.

Alternatively, the eldritch weaver can use this power when making a single Disguise or Hide check, adding his class level as a bonus on the check if he has at least one rank in the skill, or one-half his class level if untrained.

Major Power: Hide Self (Su)

As a move action or as a free action combined with a regular move, the eldritch weaver can hide herself without having a place to hide, or can hide while being observed without needing to first create a distraction with the Bluff skill.

The eldritch weaver must make a Hide check at a –10 penalty, but adds her class level as a bonus on the check if she has at least one rank in the skill (one-half her class level if untrained). Once hidden, the eldritch weaver remains so for 1d4+1 rounds or until spotted with the Spot skill. The eldritch weaver can choose to remain visible to her allies when hiding, but must decide to do so when she uses this power.

The eldritch weaver remains hidden only if she remains motionless or moves at one-half speed or less. Moving at more than one-half speed requires a new Hide check at a –5 penalty, while running or charging requires a new Hide check at a –20 penalty. Attacking while moving adds an additional –20 penalty on any new check.

This power relies on both misdirection and illusion magic, such that blindsight and blindsense remain effective against the hidden eldritch weaver so long as the creatures using them have line of effect to her. *True seeing* reveals an illusory curtain around the eldritch weaver but does not pinpoint her location, such that she has total concealment (50% miss chance and the attacker can't use sight to locate the target) against the creature using the spell. *See invisibility* has no effect against this power.

Thread of Vision

1st-Level Spells

Deathwatch. Reveals how near death subjects within 30 ft. are.
Detect Secret Doors. Reveals hidden doors within 60 ft.
Eagle Eyes*. You gain a +5 bonus on Spot checks.

2nd-Level Spells

Glitterdust. Blinds creatures, outlines invisible creatures.
Owl's Wisdom. Subject gains +4 to Wis for 1 min./level.
See Invisibility. Reveals invisible creatures or objects.

3rd-Level Spells

Arcane Sight. Magical auras become visible to you.
Clairaudience/Clairvoyance. Hear or see at a distance for 1 min./level.
Third Eye*. Additional eye grants +4 on Search and Spot checks, prevents you from being flanked.

4th-Level Spells

Arcane Eye. Invisible floating eye moves 30 ft./round.
Detect Scrying. Alerts you of magical eavesdropping.
Scrying [F]**.** Spies on subject from a distance.

5th-Level Spells

Manyeyes*. You see in all directions, gain darkvision, *see invisibility*, +10 on Search and Spot checks, and can't be flat-footed or flanked.
Prying Eyes. 1d4 +1/level floating eyes scout for you.
True Seeing [M]**.** Lets you see all things as they really are.

6th-Level Spells

Eyebite. Target becomes panicked, sickened, and comatose.
Owl's Wisdom, Mass. As *owl's wisdom*, affects one subject/level.
Shaded Sight*. 20-ft. radius of shadow grants targets total concealment.

7th-Level Spells

Arcane Sight, Greater. As *arcane sight*, but also reveals magic effects on creatures and objects.
Scrying, Greater. As *scrying*, but faster and longer.

8th-Level Spells

Moment of Prescience. You gain insight bonus on single attack roll, check, or save.

9th-Level Spells

Foresight. "Sixth sense" warns of impending danger.

Minor Power: Protected Sight (Su)

As a free action, the eldritch weaver can invoke this power in order to gain resistance (equal to the eldritch weaver's class level +10) against magical blindness and dazzle effects for 1d6 minutes. Only the eldritch weaver benefits from the resistance, which applies to only one use of any particular blindness or dazzle effect.

If this power fails to protect the eldritch weaver against a particular blindness or dazzle effect, she is still entitled to any saving throw the effect normally allows.

Major Power: Clearsight (Su)

As a free action, the eldritch weaver can invoke this power to gain exceptional visual perception for 1d6 minutes. The eldritch weaver can see clearly for 30 feet even through effects that normally obscure vision such as fog or darkness (including magical darkness), and ignores any miss chance from concealment against targets within that range. The eldritch weaver still cannot see through solid, opaque objects, however, and is affected by cover as normal.

While this power is in effect, the eldritch weaver also has better than normal distance vision, and the DC of any Spot checks he makes increases by +1 for every 20 feet of distance (rather than the normal +1 per 10 feet). He also gains a +4 bonus to Spot checks made to reveal disguises and a +2 saving throw bonus on Will saves to disbelieve any illusion with a visible element.

Alternatively, the eldritch weaver can select any location within line of sight and view that location for 1 round as if he were at that location. Except for the range and duration, this version of the power works just like *clairaudience/clairvoyance* spell with the visual sensor placed at the location the eldritch weaver selects.

Thread of Wards

1st-Level Spells

Alarm. Wards an area for 2 hours/level.
Endure Elements. Exist comfortably in hot or cold environments.
Protection from Chaos/Evil/Good/Law. +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Shield. Invisible disk gives +4 to AC, blocks *magic missiles.*

2nd-Level Spells

Arcane Lock [M]**.** Magically locks a portal or chest.
Obscure Object. Masks object against scrying.
Protection from Arrows. Subject immune to most ranged attacks.
Resist Energy. Ignores 10 (or more) points of damage/attack from specified energy type.

3rd-Level Spells

Explosive Runes. Deals 6d6 damage when read.
Magic Circle against Chaos/Evil/Good/Law. As *protection* spells, but 10-ft. radius and 10 min./level.
Nondetection [M]**.** Hides subject from divination, scrying.
Protection from Energy. Absorb 12 points/level of damage from one kind of energy.

4th-Level Spells

Fire Trap [M]**.** Opened object deals 1d4 +1/level damage.
Globe of Invulnerability, Lesser. Stops 1st- through 3rd-level spell effects.
Stoneskin [M]**.** Ignore 10 points of damage per attack.

5th-Level Spells

Mage's Private Sanctum. Prevents anyone from viewing or scrying an area for 24 hours.
Wall of Force. Wall is immune to damage.
Wall of Stone. Creates a stone wall that can be shaped.

6th-Level Spells

Antimagic Field. Negates magic within 10 ft.
Globe of Invulnerability. As *lesser globe of invulnerability*, plus 4th-level spell effects.
Guards and Wards. Array of magic effects protect area.

7th-Level Spells

Forcecage [M]**.** Cube or cage of force imprisons all inside.
Sequester. Subject is invisible to sight and scrying; renders creature comatose.
Spell Turning. Reflect 1d4+6 spell levels back at caster.

8th-Level Spells

Dimensional Lock. Teleportation and interplanar travel blocked for one day/level.
Mind Blank. Subject is immune to mental/emotional magic and scrying.
Protection from Spells [M F]**.** Confers +8 resistance bonus.

9th-Level Spells

Prismatic Sphere. As *prismatic wall*, but surrounds on all sides.

Minor Power: Ward Against Blows (Su)

As a free action, the eldritch weaver can invoke this power to increase his natural armor bonus, either gaining a natural armor bonus of +2 plus his positive Wisdom modifier if he has no natural armor bonus, or adding his positive Wisdom modifier to any natural armor bonus he already has. In either case, the power lasts 1d6 minutes.

Major Power: Ward Against Magic (Su)

As a free action, the eldritch weaver can invoke this power to gain spell resistance equal to 11 + her class level for 1d6 minutes.

Thread of the Warrior

1st-Level Spells

Mage Armor. Gives subject +4 armor bonus.
Shield. Invisible disk gives +4 to AC, blocks *magic missiles.*
True Strike. +20 on your next attack roll.

2nd-Level Spells

Bear's Endurance. Subject gains +4 to Con for 1 min./level.
Bull's Strength. Subject gains +4 to Str for 1 min./level.
Protection from Arrows. Subject immune to most ranged attacks.

3rd-Level Spells

Haste. One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Heroism. Gives +2 bonus on attack rolls, saves, skill checks.
Keen Edge. Doubles normal weapon's threat range.

4th-Level Spells

Fire Shield. Creatures attacking you take fire damage; you're protected from heat or cold.
Freedom of Movement. Subject moves normally despite impediments.
Stoneskin M**.** Ignore 10 points of damage per attack.

5th-Level Spells

Arcane Ram*. Shaped force deals 3d6 damage plus delivers bull rush.
Interposing Hand. Hand provides cover against one opponent.
Telepathic Bond. Link lets allies communicate.

6th-Level Spells

Forceful Hand. Hand pushes creatures away.
Heroism, Greater. Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
Transformation M**.** You gain combat bonuses.

7th-Level Spells

Grasping Hand. Hand provides cover, pushes, or grapples.
Mage's Sword F**.** Floating magic blade strikes opponents.

8th-Level Spells

Clenched Fist. Large hand provides cover, pushes, or attacks your foes.
Moment of Prescience. You gain insight bonus on single attack roll, check, or save.

9th-Level Spells

Crushing Hand. Large hand provides cover, pushes, or crushes your foes.
Foresight. "Sixth sense" warns of impending danger.

Minor Power: Lesser Skill at Arms (Su)

Upon invoking this power, the eldritch weaver gains proficiency in all simple and martial weapons, and gains three temporary hit points per class level. Both effects last for one hour.

Major Power: Skill at Arms (Su)

Upon invoking this power, the eldritch weaver's base attack bonus becomes equal to his character level (which may give him multiple attacks with the full attack action) for one hour.

Thread of Water

1st-Level Spells

Alter Liquid M***.** Transmute 1 pint/level (max. 5 pints) of liquid.
Endure Elements. Exist comfortably in hot or cold environments.
Obscuring Mist. Fog surrounds you.

2nd-Level Spells

Acid Arrow. Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
Fog Cloud. Fog obscures vision.
Water Jet*. High-pressure water extinguishes fires, deals 1d6/level damage (max. 5d6), can knock creatures back.

3rd-Level Spells

Sleet Storm. Hampers vision and movement.
Water Breathing. Subjects can breathe underwater.
Water Shape*. Target becomes water, gains slam attack, immunity to critical hits, and other abilities.

4th-Level Spells

Ice Storm. Hail deals 5d6 damage in cylinder 40 ft. across.
Solid Fog. Blocks vision and slows movement.
Steam Jet*. High-pressure steam deals 1d6/level damage (max. 10d6), heats equipment, can knock creatures back.

5th-Level Spells

Air and Water*. Intermix air and water in 15-ft.-radius emanation to allow breathing and impede movement or melee.
Cloudkill. Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.
Cone of Cold. 1d6/level cold damage.
Hold Monster. As *hold person*, but any creature.

6th-Level Spells

Acid Fog. Fog deals acid damage.
Control Water. Raises or lowers bodies of water.
Freezing Sphere. Freezes water or deals cold damage.

7th-Level Spells

Control Weather. Changes weather in local area.
Plane Shift F**.** As many as eight subjects travel to another plane.

8th-Level Spells

Horrid Wilting. Deals 1d6/level damage within 30 ft.
Polar Ray. Ranged touch attack deals 1d6/level cold damage.

9th-Level Spells

Maelstrom*. Creates whirlpool or killer wave with devastating effects.
Waterform*. Transmute your body into solid water to gain Str and Con bonus, swim speed, water breathing, damage reduction, and water immunity.

Minor Power: Call Water Elemental (Su)

As a full-round action that provokes an attack of opportunity, the eldritch weaver can call a Small water elemental (see the *MM*) to a location within 60 feet of herself. The elemental can act immediately upon arriving, and it serves the eldritch weaver for 1 round per class level. This is a calling effect (see **Chapter Ten** of the *PHB*), but otherwise works just like a *summon monster* spell. At 6th level, the eldritch weaver can call one Medium or up to two Small water elementals with a single use of this power. At 12th level, the eldritch weaver can call one Large, or up to two Medium or four Small water elementals.

Once the eldritch weaver uses this power, she must wait 1d4 rounds before using it again, though her Wisdom bonus still determines how often she can use it each day (see **Minor Thread Power** in the eldritch weaver class description in **Chapter Three**).

Major Power: Create/Destroy Water (Su)

The eldritch weaver can instantly create about 30,000 cubic feet of pure water or cause the same amount of water to vanish. When used to create water, this power creates a 20-foot-radius burst of high-pressure water centered on a point within 60 feet of the caster. The water deals 8d4 points of bludgeoning damage, or half-damage on a successful Reflex save (DC 10 + 1/2 eldritch weaver level + Wis modifier). Creatures with the water subtype take no damage on a successful save and only half-damage on a failed save.

In addition, Tiny or smaller creatures within the area of the blast are knocked down and rolled 2d4x10 feet if standing on the ground, or are blown back 4d6x10 feet if flying. Small creatures are knocked down and rolled 1d4x10 feet by the force of the water, or if flying are blown back 2d6x10 feet. Medium creatures are knocked prone by the force of the water, or if flying are blown back 1d6x10 feet. Large creatures are checked (unable to move toward the burst's point of origin) for 1 round, while Huge or larger creatures suffer no additional effects.

The burst of water extinguishes nonmagical fires in its area, but any fire larger than the area of the burst is unaffected.

If used to destroy water, this power dries up all open water within a 20-foot-radius burst, but has no effect on water in sealed containers. If used underwater, destroy water creates a 120-foot-radius vortex that can drag creatures toward its center. Tiny or smaller creature s within the area of the vortex are pulled 2d6x10 feet toward its center, Small creatures are pulled 2d4x10 feet, and Medium creatures 1d6x10 feet. Large creatures are checked (unable to move away from the vortex's point of origin) for 1 round, while Huge or larger creatures suffer no effects. Creatures pulled toward the center of the vortex suffer 1d4 points of nonlethal bludgeoning damage per 10 feet moved.

The eldritch weaver can also use the power to destroy water as a targeted effect against a single creature with the water subtype, or against a single magic item that creates or controls water, within 60 feet. The eldritch weaver deals 1d6 points of damage per two class levels (maximum 10d6) to target creatures, or 3d6 points of damage if the target creature makes a successful Fortitude save (DC 10 + 1/2 eldritch weaver level + Wis modifier). In either event, if the damage dealt reduces a water creature to 0 or fewer hit points, it is destroyed without a trace.

A target magic item takes no damage but loses all its water-based magical abilities for 1d4 hours unless it succeeds on a Will save (DC 10 + 1/2 eldritch weaver level + Wis modifier). Artifacts are immune to this effect.

Thread of the Wyrm

1st-Level Spells

Mage Armor. Gives subject +4 armor bonus.
Sleep. Puts 4 HD of creatures into magical slumber.
Ventriloquism. Throws voice for 1 min./level.

2nd-Level Spells

Senses of the Wyrmling*. Gain blindsense, +1/level bonus on Listen, Search, Spot checks (max. +5).
Scare. Panics creatures of less than 6 HD.
See Invisibility. Reveals invisible creatures or objects.

3rd-Level Spells

Deep Slumber. Puts 10 HD of creatures to sleep.
Fly. Subject flies at speed of 60 ft.
Thievesbane*. Create a ward in which stealth skills work less effectively.

4th-Level Spells

Charm Monster. Makes monster believe it is your ally.
Fear. Subjects within cone flee for 1 round/level.
Stoneskin [M]**.** Ignore 10 points of damage per attack.

5th-Level Spells

Mind Fog. Subjects in fog get –10 to Wis and Will checks.
Overland Flight. You fly at a speed of 40 ft. and can hustle over long distances.
Spell Resistance. Subject gains SR 12 + level.

6th-Level Spells

Eyebite. Target becomes panicked, sickened, and comatose.
Scales of the Wyrm*. Scaly skin grants you +5 natural armor bonus plus DR 20/magic and immunity to one energy type.
True Seeing [M]**.** Lets you see all things as they really are.

7th-Level Spells

Control Weather. Changes weather in local area.
Insanity. Subject suffers continuous *confusion*.
Vision [M] [X]**.** As *legend lore*, but quicker and strenuous.

8th-Level Spells

Charm Monster, Mass. As *charm monster,* but all within 30 ft.
Earthquake. Intense tremor shakes 80-ft.-radius.
Temporal Stasis [M]**.** Puts subject into suspended animation.

9th-Level Spells

Dominate Monster. As *dominate person,* but any creature.
Foresight. "Sixth sense" warns of impending danger.

Minor Power: Lesser Draconic Adept (Su)

As a free action, the eldritch weaver can invoke this power in order to gain resistance (equal to the eldritch weaver's class level +10) against magical sleep and paralysis effects for 1d6 minutes. Only the eldritch weaver benefits from the resistance, which applies to only one use of any particular sleep or paralysis effect.

If this power fails to protect the eldritch weaver against a particular sleep or paralysis effect, she is still entitled to any saving throw that effect normally allows.

Special: Elven eldritch weavers with this thread gain a slightly different ability. They are immune to all paralysis effects when they invoke this power, and gain a +4 bonus to enchantment spells and effects.

Major Power: Draconic Adept (Ex)

By invoking this power, the eldritch weaver can breathe a cone of cold or fire, or a line of acid or electricity. A cone is 5 feet long per point of the eldritch weaver's Wisdom bonus (minimum 5 feet), while a line is 10 feet long per point of Wisdom bonus (minimum 10 feet). No matter what its shape or type of energy, the eldritch weaver's breath weapon deals 1d4 points of damage per two class levels. A successful Reflex save (DC 10 + 1/2 eldritch weaver level + Wis modifier) reduces damage by half.

Once the eldritch weaver uses this power, he must wait 1d4 rounds before using it again, though his Wisdom bonus still determines how often he can use it each day (see **Minor Thread Power** in the eldritch weaver class description in **Chapter Three**).

- Spell Descriptions -

Affect Flames

Transmutation [Fire]

Level: Bard 1, Druid 1, Sorcerer/Wizard 1
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One 10-ft. cube per level (S)
Duration: 1 min./level (D)
Saving Throw: Will negates; see text
Spell Resistance: See text

You can dampen or fan nonmagical fires in the spell's area, making them burn more quickly or slowly. Dampened fires are reduced to a dull glow, remaining visible but shedding no useful light. Dampened flames deal half damage (minimum 1 point per die) and consume their fuel at half the normal rate. Fanned fires in the spell's area burn brighter and hotter, illuminating twice their normal radius (minimum 10 feet), increasing the damage they deal by half (minimum +1 per die), and consuming fuel at twice the normal rate.

Arcane Material Component: A tiny candle snuffer (to dampen flames) or a fan (to fan flames).

Air and Water

Transmutation [Air, Water]

Level: Bard 5, Druid 4, Sorcerer/Wizard 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature, object, or point in space touched
Duration: 1 hour/level (D)
Saving Throw: Will negates; see text
Spell Resistance: See text.

You create a 15-foot-radius emanation centered on the target, which can move if placed on a creature or a movable object. The emanation acts on both air and water, creating an area where the two mix in more or less equal portions. Water within the emanation becomes suffused with bubbles of air, creating an area where air-breathing creatures can breathe normally, while air within the emanation becomes a very wet mist where water-breathing creatures can breathe normally. The spell does not affect any contaminants that may be suspended in the affected air or water, such as poison gases, silt, or smoke. Likewise, the spell does not function in a vacuum, nor will it affect any magical liquid or any nonmagical liquid that is not at least 75% water.

Underwater, the emanation creates an environment that functions partly as a land area and partly as a water area. All the normal rules governing underwater combat apply (see **Chapter Three** in the *DMG*), except as noted here.

- The emanation functions as difficult terrain for any creature swimming through it. Each square of swimming movement counts as two squares moved (three squares for each diagonal).
- Creatures with land speeds make all melee attacks normally provided that both they and their opponents are within the emanation.
- Creatures without land speeds suffer a –2 penalty on melee attacks if they or their targets are within the emanation.
- When an attacker inside the emanation attacks a target outside (or vice versa) the target has cover (+4 bonus to AC,

+2 bonus on Reflex saves) unless the attacker has a land speed and is under a freedom of movement effect (as the spell).

- A creature with a space larger than 5 feet (1 square) can choose any square that it occupies to determine if it is inside or outside the emanation. Similarly, when attacking such a creature, the attacker can pick any of the squares the defender occupies to determine if is inside or outside the emanation.

On land, the emanation's damp fog can obscure vision (including darkvision). If line of sight to a creature or object passes through 10 to 15 feet of fog, the subject has concealment (attacks have a 20% miss chance). If line of sight passes through more than 15 feet of fog, the subject has total concealment (50% miss chance, and the attacker can't use sight to locate the target). Less than 10 feet of fog has no effect.

Unattended objects and points in space receive no saving throw against this spell, nor does any spell resistance for the object or area apply. An unwilling creature can attempt a Will save to negate the effects if it or its equipment is the target of the spell, and any spell resistance the creature or object has must be overcome by the caster. Once the spell is in place, though, spell resistance will not negate the effects of the emanation for creatures or objects within it.

Arcane Material Component: A sealed vial or flask, half-filled with air and half with water.

Air Bubble

Conjuration (Creation) [Air]

Level: Druid 2, Sorcerer/Wizard 2
Components: V, S, M/DF
Casting Time: 1 standard action

Range: Personal
Target: You
Duration: 10 min./level (D)

You create a bubble of air just large enough to surround your head, enabling you to breathe normally underwater while the spell lasts. Whether underwater or not, you gain a +4 circumstance bonus on any Fortitude save you make to avoid an airborne disease or poison, but you also take a –2 penalty on all Spot and Listen checks.

Arcane Material Component: A miniature pipe of clay or bone.

Airform

Transmutation [Air]

Level: Druid 9, Sorcerer/Wizard 9
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)

You transmute your body into a mass of solid air, gaining a +4 bonus to your effective Dexterity score, reducing your weight (but not the weight of any equipment) to 1/10th normal, and gaining a fly speed of 100 feet with perfect maneuverability. While the spell lasts, you are not subject to critical hits or flanking, and you gain DR 20/– against physical attacks from creatures with the air subtype. You have complete immunity to any spell with the air descriptor (provided it allows spell resistance), and are immune to all gases and inhaled poisons.

While the spell lasts, your body is continually surrounded by a *wind wall* effect (as the spell; see **Chapter Eleven** of the *PHB*) as large as your space. You can suppress this effect for 1 round as a free action without affecting the rest of the spell, but the *wind wall* effect cannot otherwise be negated without dispelling the *airform* spell.

Also while the spell lasts, as a standard action, you can grant willing creatures the ability to fly by touch, as the *fly* spell except that the effect lasts only as long as you touch the creature s and for 1 minute thereafter. You can maintain contact with only two other creatures at a time, but as one touch allows a creature to fly for 1 minute, so as long as you touch that creature again within a minute, the ability to fly can be extended indefinitely. In this way, you can touch up to ten creatures in turn (touching one each round in a regular cycle) while you fly together as a group.

Arcane Material Component: A stick of incense or drop of perfume.

Alter Liquid

Transmutation [Water]

Level: Bard 1, Druid 1, Sorcerer/Wizard 1
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to 1 pint of nonmagical liquid/level (maximum 5 pints); individual volumes within 30 feet of each other.
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell transmutes one kind of nonmagical liquid into another. The liquid you affect must normally be liquid at about room

temperature (65° F), you must have line of effect to it, and you can alter liquids in open containers but not in sealed containers. You can select multiple targets for this spell so long as the maximum volume is not exceeded, but you cannot select a target with a greater volume than your limit and partially affect it. For example, a 1st-level caster (1 pint maximum) could not affect any of the liquid in a 1-gallon container.

The spell can transmute any type of mundane liquid (including fresh or salt water, wine, vinegar, alcohol, or lamp oil) but cannot affect or create acid, mercury, or any type of venom or poison. Transmuted liquids created by the spell have typical characteristics such as color, taste, smell, and potency. For example, if you turn water to ale, you get typical ale rather than any extra-strong or distinctive variety.

Arcane Material Component: A wild grape or crabapple.

Alter Metal

Transmutation [Earth]

Level: Sorcerer/Wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to 1 lb. of metal objects/level (maximum 20 lb.) all within 30 feet of each other.
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell transmutes one kind of metal into another. The metal you affect (both in its original and transmuted forms) must be solid at room temperature (so that neither mercury nor molten iron can be altered, for example). You can select multiple targets for this spell so long as the maximum weight is not exceeded, but you cannot select a target with a greater weight than your limit and partially affect it. For example, a 9th-level caster (9 lb. maximum) could transmute 450 coins in a pile of 500, but could not affect 9 lb. of metal in a 10-lb. ingot.

This spell can transmute any type of mundane metal or alloy (including brass, lead, bronze, iron, copper, and silver) but cannot affect or create gold, platinum, adamantine, mithral, alchemical silver, or cold iron.

Weapons and armor become less effective if transmuted into softer metal (steel to copper, for example), with weapons taking a –1 penalty on attack and damage rolls and armor losing 1 point of armor bonus. Weapons softened by this spell bend and become nonfunctional on any attack roll of 1, and armor changed by this spell loses an additional point of armor bonus every time it is struck by a natural attack roll of 20.

Unattended, nonmagical items receive no saving throw against this spell, while nonmagical items in a creature's possession use the wielder's Will save bonus. Magic items use their own Will save bonus or their wielder's, whichever is higher. Metal creatures and intelligent metal magic items are not affected by this spell.

Items affected by this spell have a transmutation aura depending on your caster level (see the *detect magic* spell description in the *PHB*). A successful DC 15 Appraise or Spellcraft check reveals this spell's effect on an item, with five or more ranks in either skill giving a character a +2 synergy bonus to checks with the other skill to detect *alter metal* at work.

Material Component: A drop of quicksilver, a handful of silkworm cocoons, and powdered gems worth at least 25 gp.

New Spells and the Permanency Spell

The following new spells presented in this chapter can be made permanent in regard to yourself with the *permanency* spell.

Spell	Minimum Caster Level	XP Cost
Air Bubble	10th	1,000 XP
Beneficence	10th	1,000 XP
Cloak of Gloom	13th	2,500 XP
Read History	10th	1,000 XP
Read Emotions	9th	500 XP

The following new spells can be made permanent in regard to yourself, another creature, or an object.

Spell	Minimum Caster Level	XP Cost
Air and Water	12th	2,000 XP
Muddled Auras	11th	1,500 XP
Obscure Text	10th	1,000 XP

The following spells from this chapter can be made permanent in regard to an area.

Spell	Minimum Caster Level	XP Cost
Arcane Seal	12th	2,000 XP
Arcane Seal, Greater	14th	3,000 XP
Arcane Seal, Lesser	10th	1,000 XP
Cloak of Gloom	13th	2,500 XP
Shadow Curtain	10th	1,000 XP
Symbol of Despair	12th	2,000 XP
Symbol of Destruction	17th	4,500 XP
Tangled Script	13th	2,500 XP
Thievesbane	11th	1,500 XP
Unseen Guardian	10th	1,000 XP

Amber Globes

Evocation [Electricity]

Level: Sorcerer/Wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: 0 ft.
Effect: One or more globes of electricity energy
Duration: 10 min./level or until expended
Saving Throw: None or Reflex half
Spell Resistance: Yes

You create up to five globes of electricity energy about the size of acorns, which can be hurled at targets by you or another creature, or can be detonated on command. Together, the globes are capable of dealing 1d6 points of electricity damage per caster level (maximum 10d6). A single globe cannot deal more than 4d6 points of damage, but you can otherwise divide up the damage among the globes as you wish.

Each globe is a splash weapon with a range increment of 30 feet, and requires a ranged touch attack to hit. Throwing a single globe is a standard action, while throwing two or more is a full-round action which requires that all targets be within 30 feet of each other. Globes not thrown during the turn in which you cast the spell can be held for throwing in a subsequent turn, or can be handed to other characters as a standard action.

Each globe explodes upon striking any hard surface, and in addition to dealing its regular electricity damage to the target, deals 1 point of splash damage per die in all adjacent squares. Creatures within the splash area that make a successful Reflex save take only half the splash damage, but creatures struck directly are not allowed a saving throw against the globe's primary damage.

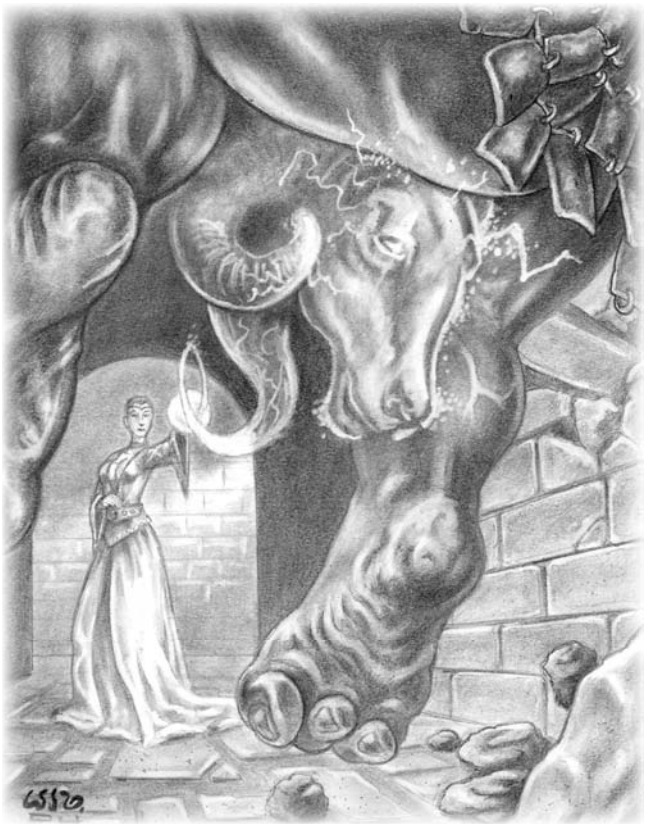
Alternatively, you can gently toss or place a globe within 5 feet of you so that it does not explode on contact. Once in place, you can cause one or more globes to detonate by speaking a command word as a standard action if you are within 200 feet. When it detonates, the globe deals its electricity damage to all targets within a 5-foot burst. Creatures in the area that make a successful Reflex save take only half damage.

Material Component: One amber or glass bead per globe created.

Arcane Ram

Evocation [Force]

Level: Sorcerer/Wizard 5
Components: V, S, F
Casting Time: 1 standard action
Range: 50 ft.
Target: One creature or object per level
Duration: 1 round/level or until discharged; see text
Saving Throw: None
Spell Resistance: Yes



You create a vaguely discernible force in the shape of a ram's head, which you use to make a ranged touch attack against one creature or object within 50 feet. The force bypasses damage reduction and hardness, dealing 3d6 points of damage on a successful hit. If your target is a creature, it is also subjected to a bull rush attack, resolved as though the force were a Large charging creature with a Strength score equal to your Intelligence or Charisma score (whichever governs your spellcasting ability). Likewise, the force can break objects or open doors as a Large creature with a Strength score equal to your Intelligence or Charisma score.

While the spell lasts, you can use the attack or full attack action to strike as many targets as your base attack bonus and the spell's duration allows. The spell is expended when you have attacked one target per caster level, or when its duration expires, whichever comes first.

Arcane Seal

Abjuration

Level: Sorcerer/Wizard 4

This spell functions like *lesser arcane seal*, except that the seal has a hardness of 13, 40 hit points, and a break DC of 30. A closure protected by the seal uses the seal's break DC or its own break DC +15 (whichever is higher), and the seal's Disable Device DC is 29.

An *arcane seal* deals 3d8 points of energy damage plus 1 point per level (maximum +10), with the same effects as *lesser arcane seal* except as follows:

- *Acid:* On a failed save, an acid seal deals 1d4 points of continuing acid damage each round for 1d4 rounds.
- *Cold:* On a failed save, a cold seal slows the victim for 1d6 rounds.
- *Electricity:* On a failed save, an electricity seal leaves the victim stunned for 1 round.
- *Fire:* On a failed save, a fire seal leaves the victim dazzled for 1d6 rounds.
- *Sonic:* A sonic seal produces an audible wail as a lesser seal, plus leaves the intruder deafened for 1 round on a failed save.

Identifying a damaging seal requires a DC 14 Spellcraft check.

Material Component: A lump of beeswax or sealing wax. If you wish to add a damaging effect, you must add powered gems worth 50 gp.

Arcane Seal, Greater

Abjuration

Level: Sorcerer/Wizard 6

This spell functions like *lesser arcane seal,* except that the seal has a hardness of 16, 50 hit points, and a break DC of 40. A closure protected by the seal uses the seal's break DC or its own break DC +15 (whichever is higher), and the seal's Disable Device DC is 31.

A *greater arcane seal d*eals 5d8 points of energy damage plus 1 point per level (maximum +15), with the same effects as l*esser arcane seal* except as follows:

- *Acid:* On a failed save, a greater acid seal deals 1d8 points of continuing acid damage each round for 1d4 rounds.
- *Cold:* On a failed save, a greater cold seal paralyzes the victim for 1 round, then slows it for 1d4 rounds thereafter.

- *Electricity:* On a failed save, a greater electricity seal leaves the victim stunned for 1 round and sickened for 1d4 rounds thereafter.
- *Fire:* On a failed save, a greater fire seal leaves the victim blinded for 1d4 rounds.
- *Sonic:* A greater sonic seal produces an audible wail as a lesser seal, plus leaves the intruder deafened for 1d4 rounds on a failed save.

Identifying a damaging seal requires a DC 16 Spellcraft check.

Material Component: A lump of beeswax or sealing wax. If you wish to add a damaging effect, you must add powered gems worth 75 gp.

Arcane Seal, Lesser

Abjuration

Level: Sorcerer/Wizard 2
Components: V, S, M
Casting Time: 1 minute
Range: Touch
Effect: One magic seal placed on an object
Duration: Permanent until discharged (D)
Saving Throw: None or Reflex half
Spell Resistance: Yes

You create a magic seal that bears your visible arcane mark (and though you do not have to cast *arcane mark* to cast *lesser arcane seal,* it must be a spell you know). The seal you create resembles the wax seal one sees on letters and documents, and can range from 1 to 6 inches across.

A *lesser arcane seal* is exceedingly tough, having a hardness of 10, 30 hit points, and a break DC of 25. When placed on a door or other closure (a chest, window, and so forth), the *lesser arcane seal* grants the portal its break DC or adds +5 to the portal's existing break DC (whichever is higher). The seal is unaffected by k*nock* spells unless the caster makes a caster level check (DC 12 + your caster level). A rogue or other character with the trapfinding class feature can break the seal with a DC 27 Disable Device check.

At your option, you can also imbue the seal with magical energy so that any creature breaking it takes1d8 points of acid, cold, electricity, fire, or sonic damage, plus 1 point per caster level (maximum +5). Each kind if damaging seal also has a particular effect:

- *Acid:* A lesser acid seal leaves a patch of acid on the victim if it fails a Reflex save, dealing 1 point of continuing acid damage each round for 1d4 rounds. The affected creature can make another Reflex save as a full-round action to neutralize the acid (assuming no other means to do so is available).
- *Cold:* A lesser cold seal slows the victim (as the spell) for 1d4 rounds on a failed save.
- *Electricity:* A lesser electricity seal leaves the victim dazed for 1 round on a failed save.
- *Fire:* A lesser fire seal leaves the victim dazzled for 1d4 rounds on a failed save.
- *Sonic:* A lesser sonic seal produces an audible wail for 1 round when broken, audible to anyone within 60 feet. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall, then triple the result for quiet conditions (to a maximum of 180 feet).

When you add a damaging effect to the seal, you need additional material components (see below) and you must add additional runes to the seal. Anyone can read these runes and discover the seal's effect with a DC 12 Spellcraft check.

You can disable a *lesser arcane seal* simply by touching it and using a standard action to dismiss the spell. At the time you create the seal, you can specify a password or phrase that allows other creatures to break the seal with no difficulty, and without triggering any damaging effects.

Material Component: A lump of beeswax or sealing wax. If you wish to add a damaging effect, you must add powered gems worth 25 gp.

Astute Fighting

Transmutation

Level: Cleric 1, Warpriest 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You imbue the target creature with a special combat sense that grants a +2 competence bonus to its base attack bonus (maximum BAB +20), possibly granting extra attacks while using the full attack action. If this spell would raise the target's base attack bonus to 21 or more, it receives a +2 competence bonus on attack rolls, but gains no benefit for having a base attack bonus higher than +20.

Battlelink

Divination

Level: Cleric 6, Warpriest 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: You plus one willing creature per three levels.
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes (harmless)

You create a mental link between yourself and several allies (all of which must have Intelligence scores of 3 or higher), allowing the whole group to form a kind of mass mind that allows them to coordinate actions in combat. Once the *battlelink* is established, no creature in the linked grouped can be flanked or surprised unless all creatures are flanked or surprised. Whenever two or more creatures in the group threaten the same foe, all receive a +2 circumstance bonus on melee attack rolls against that foe, and a +2 circumstance bonus to Armor Class against that foe's melee attacks. Likewise, whenever two or more creatures in the link are within 5 feet of each other, they receive a +2 circumstance bonus to AC against ranged attacks and a +2 circumstance bonus on Reflex saves.

Beneficence

Enchantment [Language-Dependent, Mind-Affecting]

Level: Bard 2, Evangelist 2
Components: V, S, M/DF
Casting Time: 1 standard action

Range: 30 ft.
Area: 30-ft.-radius emanation, centered on you
Duration: 1 min./level
Saving Throw: Will negates; see text
Spell Resistance: Yes

Upon casting this spell, you project an aura of calm authority that makes people trust and admire you. Creatures failing a Will save when first subjected to the spell's effect fall under your sway, granting you a +5 circumstance bonus on Bluff checks made to convince them of the truth of your words so long as they remain within the spell's area of effect (but not on other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.) You also get a +5 circumstance bonus on Diplomacy checks made to change an affected creature's attitude.

Once a creature leaves the emanation, the spell ceases to affect it (unless it re-enters the area of effect), but the results of any Bluff or Diplomacy checks you've made against the creature remain unchanged, and it gains no automatic knowledge of having been influenced by the spell. If a creature makes a successful save, it is immune to the effects of that particular casting of the spell, even if it leaves the emanation but later enters it again.

Blackburst

Evocation [Darkness]

Level: Sorcerer/Wizard 8
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 80-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex partial; see text
Spell Resistance: Yes

This spell produces a globe of utter blackness that explodes silently from a point you select. Living creature s caught within the globe are sickened for 2d6 rounds and take 1d6 points of damage per caster level (maximum 25d6). Half this damage is cold damage and half is negative energy damage, with a successful Reflex save negating the sickness effect and reducing the damage by half. Undead creatures in the area of effect ignore cold damage from this spell and are not sickened, even as the negative energy heals them of 1d6 points of damage per two caster levels (maximum 12d6).

Blackburst dispels any light spells of lower than 9th level within its area.

Material Component: A piece of jet and a handful of coal ash.

Brimstone

Conjuration (Creation) [Air, Fire]

Level: Sorcerer/Wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: 0 ft.
Effect: One smoking stone in your palm
Duration: 1 min./level or until expended (D)
Saving Throw: None or Reflex half; see text
Spell Resistance: Yes

A fiery, smoking stone the size of a walnut appears in your palm. The stone is hot enough to ignite flammable materials and deals 1d4 points of fire damage each round it stays in contact with a creature or object, but won't hurt you or your equipment as long as you keep it in hand. You can use the stone to make a melee touch attack or can throw it as a splash weapon, making a ranged touch attack with a maximum range of 120 feet. If the stone is wielded by any other creature, treat it as an improvised melee weapon (–4 nonproficiency penalty on attack rolls) or as a splash weapon with a range increment of 10 feet. Note, though, that the creature wielding it takes damage each round in which the stone is held.

When the stone hits (either as ranged or melee attack), it breaks and releases a flash of heat and acrid smoke. The flash deals 1d4 points of fire damage per caster level (maximum 5d4, no save) to the target struck, while all creatures in adjacent squares (including the target and the wielder if the wielder isn't you) must make a Fortitude save or be nauseated for 1 round. A strong wind (21+ miles per hour) disperses the smoke and negates its effects.

Material Component: A ball of ash and sulfur.

Brimstone Storm

Evocation [Air, Fire]

Level: Sorcerer/Wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Cylinder (20-ft. radius, 40 ft. high)
Duration: 1 round + 1 round/level; see text
Saving Throw: None or Fortitude partial; see text
Spell Resistance: Yes

Smoldering magic stones pound down for 1 round, dealing 3d6 points of bludgeoning damage and 3d6 points of fire damage to creatures and objects in the area of effect. Within the b*rimstone storm,* a –4 penalty applies to Listen checks, and all land movement is at one-half speed.

While the stones fall and for 1 round per caster level thereafter, acrid smoke fills the area, obscuring all sight (including darkvision) beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance), while creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A strong wind (21+ miles per hour) disperses the smoke in 1 round.

A living creature entering the smoke or caught within it must make a Fortitude save or be nauseated for as long as it remains inside and for 1 round thereafter. A creature that makes a successful save but remains within the smoke must make another Fortitude save each round, with the DC increasing by 1 point per round the creature has spent within the smoke.

Material Component: A handful of ash and sulfur and a drop of naphtha.

Castigate

Evocation [Fear, Language-Dependant, Mind-Affecting, Sonic; see text]

Level: Cleric 4, Evangelist 3
Components: V, S, DF
Casting Time: 1 round
Range: 30 ft.
Area : 30 ft-radius spread, centered on you
Duration: Instantaneous; see text
Saving Throw: Will negates or Will partial; see text
Spell Resistance: Yes

You preach a fiery sermon that literally strikes fear into the hearts of your listeners. You speak for 1 round, with the spell taking affect

at the end of the casting time. The effects of the spell depend on a target's alignment compared to yours (if a subject alignment falls into more than one category, use the more powerful effect).

Castigate

Alignment	Effect
Same as yours	Shaken for 1d4 rounds
One common element with yours	Shaken for 1d4+caster level rounds (maximum 1d4+10)
One element opposed to yours*	Frightened and deafened for 1d4+caster level rounds (maximum 1d4+10)
Both elements opposed to yours	Frightened and deafened for 1d4+caster level rounds (maximum 1d4+10), plus 1d8 points of damage/two caster levels (maximum 5d8)

*Also use this category for subjects with alignments with no elements in common with yours.

If your alignment is chaotic, evil, good, or lawful, this spell has those alignment descriptors. For example, if you're lawful good, this spell has the good and law descriptors when you cast it.

Chastise Person

Evocation [Fear, Language-Dependant, Mind-Affecting]

Level: Cleric 5, Evangelist 4
Components: V, S, DF
Casting Time: 1 round
Range: 30 ft.
Targets : 1 or more humanoids, no two of which can be more than 30 feet apart; see text
Duration: Concentration, up to 1 round/level
Saving Throw: Will partial; see text
Spell Resistance: Yes

Your righteous wrath afflicts your targets with excruciating pain, damaging them if you maintain the spell long enough. You can affect one humanoid with this spell, plus one additional humanoid for every three caster levels beyond 9th (so two at 12th level, three at 15th, and so on). When you complete the spell, your target feels pain and takes a –4 penalty on attack rolls, skill checks, and ability checks. If you continue the spell, you deal damage to your target as your wrath swells:

Chastise Person

Rounds	Effect
1	Pain
2	Pain, 1 point of damage
3	Pain, 1d4 points of damage
4+	Pain, 1d6 points of damage

A successful Will save negates pain and damage from the spell, but your wrath intimidates your target, such that if it has fewer Hit Dice than you have caster levels, it cannot move toward you or attack you (including melee attacks, ranged attacks, or using targeted spells or effects) without first making an additional Will save. If this save succeeds, the target is free to attack you and is not subject to this secondary effect again from the same casting of the spell.

A target suffering pain and taking damage from this spell can attempt to get out of the spell's range or break line of effect to you, but doing so will not undo the spell's secondary effect.

Cloak of Gloom

Conjuration (Creation) [Darkness, Fear, Mind-Affecting]

Level: Cleric 6, Sorcerer/Wizard 5, Warpriest 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal or Close (25 ft. + 5 ft./2 levels)
Target or Effect : You; or a barrier, up to one 10-ft cube/level (S)
Duration: 10 min./level (D)
Saving Throw: Will partial; see text
Spell Resistance: Yes

Depending on the version of the spell you cast, you can conceal yourself in a dim aura or create a dusky barrier. Either effect saps your foes' will to fight.

- *Personal Cloak:* Your body and everything within 5 feet of you becomes blanketed in a gray half-light that grants you concealment (attacks against you have a 20% miss chance). In addition, unless they make successful Will saves, your enemies become shaken for as long as they remain within the dim area and for 1 round thereafter. A foe that makes a successful Will save cannot be shaken again by this particular casting of the spell.
- *Barrier: Y*ou create a wall of gloom that partially obscures sight, granting concealment (20% miss chance) if line of sight between an attacker and a target passes through at least part of the barrier's minimum 10-foot width. If the barrier has been shaped to be more than 10 feet thick, it grants total concealment (50% miss chance and the attacker cannot use sight to notice the target).

Enemies which enter the area of the barrier (or are inside when you create it) must make a successful Will save or become shaken for as long as they remain inside and for 1 round thereafter. A creature that makes a successful save cannot be affected again by this particular casting of the spell.

Both versions of this spell provide concealment for all creatures within the area of effect, but your allies are not subject to the spell's fear effects.

Arcane Material Component: A piece of blackened glass or smoky quartz.

Corrosive Touch

Conjuration (Creation) [Acid]

Level: Druid 6, Sorcerer/Wizard 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal
Effect : Corrosive slime
Duration: 1 round/level (D)
Saving Throw: Reflex partial; see text
Spell Resistance: Yes

After casting this spell, corrosive slime oozes from one of your hands, causing no harm to you or your equipment but dealing 2d6 points of acid damage to any object or creature you strike with a successful melee touch attack, plus an additional 2d6 points of acid damage each round for the next 1d4 rounds. On a successful Reflex save, creatures you touch take subsequent damage for only 1 round (but take full damage on the initial hit). If you use your *corrosive touch a*gainst objects your foe carries or wears, treat the touch as a sunder attempt that does not provoke an attack of opportunity and deals the same damage as above.

Washing off or neutralizing the slime can negate continuing damage from this spell, but requires a full-round action and a successful Reflex save. Success is automatic if the creature or item is completely immersed in water or doused with something to neutralize the acid (such as powdered chalk or bicarbonate of soda). Wiping or scraping off the slime grants a +4 bonus to the save, but the item used to remove the slime takes 2d6 points of acid damage.

Arcane Material Component: A drop of vinegar or a paste of ground acorns.

Crown of Terror

Conjuration (Creation) [Fear, Mind-Affecting]

Level: Cleric 4, Evangelist 3, Paladin 3, Warpriest 3
Components: V, S, DF
Casting Time: 1 standard action
Range: 10 ft.
Effect : A fiery halo
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

You conjure up a fiery halo that continually sends forth blood-red beams across the area around you. Whenever you charge, attack, or cast an offensive spell, opponents within 10 feet who witness the action become shaken (if they have fewer Hit Dice than your caster level) or frightened (if they have Hit Dice equal to half your caster level or less). Creatures with Hit Dice greater than your caster level are not affected.

Crown of Terror, Greater

Conjuration (Creation) [Fear, Mind-Affecting]

Level: Cleric 6, Evangelist 5, Warpriest 5
Range: 30 ft.

As *crown of terror,* except this spell crowns you with a fiery halo that affects creatures in a 30-foot radius for 2d6 rounds.

Crown of Valor

Conjuration (Creation) [Mind-Affecting]

Level: Cleric 4, Evangelist 3, Paladin 3, Warpriest 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: 10 ft.
Effect : A silver halo
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You conjure up a silver halo that continually sends forth brilliant white beams across the area around you, granting you and allies within 10 feet a +2 morale bonus on saving throws against fear effects and a +1 morale bonus on attack rolls, weapon damage rolls, and skill checks.

Crown of Valor, Greater

Conjuration (Creation) [Mind-Affecting]

Level: Cleric 6, Evangelist 5, Warpriest 5
Range: 30 ft.

As *crown of valor,* except you become immune to fear effects while the spell lasts, while allies within 30 feet gain a +4 morale bonus on saving throws against fear effects and a +2 morale bonus on attack rolls, weapon damage rolls, and skill checks.

Crystal Globes

Evocation [Earth, Force]

Level: Sorcerer/Wizard 7
Effect: One or more globes of force energy
Saving Throw: None or Reflex half; Fortitude partial; see text

As *amber globes,* except you create up to five globes of force energy which together deal 1d6 points of force damage per caster level (maximum 20d6), with any single globe doing no more than 6d6 points of damage).

At your option, one of the globes also has the power to petrify (as the *stone to flesh spell)* any creature it strikes directly in addition to dealing damage. A Fortitude save negates the petrification effect.

Material Component: One stone bead per globe created.

Deadly Tempest

Evocation [Air, Cold, Electricity]

Level: Druid 9, Sorcerer/Wizard 9
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Effect: Swirling winds in a 20-ft. radius, 40 ft. high
Duration: 1 round/level (D)
Saving Throw: Reflex partial; see text
Spell Resistance: Yes

This spell creates a powerful vortex of raging wind, hail, and lightning that moves through the air, along the ground, or over water at a speed of 90 feet during your turn. The *deadly tempest* deals 2d6 points of cold damage, 2d6 points of electricity damage, and 2d6 points of bludgeoning damage to any creatures and

objects in the area of effect. Any Large or smaller creature coming into contact with the vortex must also succeed on a Reflex save or be picked up bodily and held suspended in its powerful winds, taking the same damage each round on your turn (no save). Huge creatures and Large or smaller creatures making successful saving throws are limited to one-half speed within the vortex but take damage as normal. Gargantuan and Colossal creatures take damage but do not have their movement affected.

Within the *deadly tempest,* a creatures take a –4 penalty to Listen checks, and all air or land movement is at one-half speed. Missile weapons are deflected (automatically missing) if they enter or pass through the vortex, while any other normal ranged weapon passing through the wind has a 30% miss chance (giant-thrown boulders, siege engine projectiles, and other massive ranged weapons are not affected). Gases, most gaseous breath weapons, and creatures in gaseous form cannot enter or pass through the vortex (though it presents no barrier to incorporeal creatures).

As a standard action, you can concentrate on controlling the vortex's movement or specify a simple program (move forward or backward, follow a circular path, move from corner to corner through a room; and so on). You may direct the vortex to eject any carried creatures whenever you wish, depositing them wherever the vortex happens to be when they are released.

If the vortex of a *deadly tempest* exceeds the spell's range, you lose control of it (even if it comes back within range) as it moves off in a random, uncontrolled fashion for 1d3 rounds and then dissipates.

Arcane Material Component: A fan made of exotic feathers worth at least 100 gp.

Deathchant

Necromancy

Level: Bard 2, Warpriest 2
Components: V, S, M/DF
Casting Time: 1 round
Range: 30 ft.
Effect: Emanation in a 30 ft. radius spread, centered on you
Duration: Concentration, up to 1 round/level (D); see text
Saving Throw: Will negates; see text
Spell Resistance: Yes

Your chanting creates a wave of negative energy that spreads out from you, dealing 1 point of damage per two caster levels (maximum 5 points) each round to all living creatures in the area of effect. If a creature makes a successful save, it is immune to the effects of that particular casting of the spell (even if it leaves the emanation but later enters it again). A creature that fails a save stops taking damage if it leaves the area, but resumes taking damage if it enters again later.

Because undead are powered by negative energy, this spell cures such creatures of a like amount of damage, rather than harming them.

Arcane Material Component: A miniature knife.

Dimension Hop

Conjuration (Teleportation)

Level: Bard 2, Sorcerer/Wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target : You and touched objects and touched willing creatures; see text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You instantly hop from your current location to any other spot within range. If the spot you choose is within your line of sight, you arrive there unerringly and can take a move action if you have one available to you. If your destination is not in line of sight, you must be able to visualize the spot or state the direction and distance to it, but your hop has a 25% chance of a mishap and you cannot take any further actions until your next turn.

No matter what your destination, you can transport only yourself and a maximum 100 lb. (or your maximum load, whichever is less) of objects you carry or touch. You cannot transport any creature except for your familiar or an animal companion or cohort of up to Tiny size (whose weight counts against your load limit).

If you suffer a mishap or arrive in a place already occupied by a solid body, you and any creatures with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you take an additional 4d6 points of damage and are shunted to the astral plane.

Arcane Material Component: A small mirror or a loop of twisted parchment.

Divine Luck

Transmutation

Level: Cleric 3, Evangelist 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target : Creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell grants the subject a +4 enhancement bonus to its Luck score, gaining an increased modifier for luck checks made while the spell is in effect. If the subject spends luck points to reroll an attack, check, or saving throw, bonus luck points granted by the subject's increased Luck score are spent first.

Draw on Faith

Conjuration (Summoning)

Level: Cleric 1, Evangelist 1, Paladin 1
Components: V, S, DF
Casting Time: 1 round
Range: Personal
Effect : Surge of divine power.
Duration: Until expended or 1 minute

Upon casting this spell, you receive a surge of divine energy that grants you a +1 competence bonus on any one attack roll, saving throw, or check you make in the next minute. You must decide if you will use the bonus before you make the die roll. For every 4 caster levels beyond 1st, you get an extra +1 bonus (so +2 at 5th level, +3 at 9th level, and so on) to a maximum of +5 at 17th level.

Dust Cloud

Evocation [Earth]

Level: Druid 4, Sorcerer/Wizard 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Dust spreads in 40-ft. radius, 20 ft. high
Duration: 10 min./level
Saving Throw: None or Fortitude partial; see text
Spell Resistance: No

You create a roiling cloud of dust that rises from the ground to a height of 20 feet. Living creatures within the area must make a successful Fortitude save or be blinded for as long as they remain in the cloud and for 1 round thereafter. The cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance), while creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

The squares containing the cloud are difficult terrain (each square moved counts as two squares of movement, with each diagonal counting as three squares). The churning dust makes spellcasting difficult, requiring a Concentration check (DC 10 + spell level).

You can make the cloud twice as tall by making it half as wide (20-foot-radius spread, 40 feet high). As a move action, you can direct it to move along the ground up to 20 feet each round.

Arcane Material Component: A pinch of dirt or sand and a small tube or sieve.

Dust Wall

Evocation [Earth]

Level: Druid 2, Sorcerer/Wizard 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Wall up to 5 ft./level long and 10 ft. high (S)
Duration: 1 round/level (D)
Saving Throw: None or Fortitude partial; see text
Spell Resistance: No

You raise a roiling curtain of airborne dust about a foot thick. Living creatures passing through the wall must make a successful Fortitude save or be blinded for 1 round. The wall is semisolid and does not block line of sight or line of effect, but provides soft cover (+4 AC) to anyone behind it. The squares containing the wall are difficult terrain (each square moved counts as two squares of movement, with each diagonal counting as three squares).

The wall must always stand on the ground, and you can make it twice as long by making it half as high (10 ft./level long and 5 ft. high). As a move action, you can direct it to move along the ground at up to 20 feet each round.

Arcane Material Component: A pinch of dirt or sand.

Eagle Eyes

Divination

Level: Bard 2, Druid 1, Sorcerer/Wizard 1
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

Your vision sharpens, granting a +5 enhancement bonus to Spot checks which increases to +10 at caster level 5th and to +15 at caster level 9th. If the illumination in the area you're viewing is as bright as sunlight, the Spot bonus granted by this spell doubles.

Arcane Material Component: A feather from an eagle or other sharp-eyed bird.

Earthform

Transmutation [Earth]

Level: Druid 9, Sorcerer/Wizard 9
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)

You transmute your body into a mass of solid stone (though your equipment remains unaffected), gaining a +4 bonus to your effective Strength score. Your weight increases to 10 times normal and you gain a burrow speed of 20 feet, enabling you to pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. You can breathe normally while passing through earth, and your burrowing does not leave behind any tunnel or hole, nor does it create any ripple or other sign of your presence. However, a m*ove earth* spell cast on the area where you're burrowing flings you back 30 feet, stunning you for 1 round unless you succeed on a DC 15 Fortitude save.

While the spell lasts, you gain damage reduction 20/– against physical attacks from creatures with the earth subtype and damage reduction 8/– against all other attacks, and can use s*tone shape* and w*all of stone a*s spell-like abilities each once per hour (caster level equal to your caster level for the e*arthform s*pell). While under the spell's effects, you are not subject to critical hits or flanking, and you have complete immunity to any spell with the earth descriptor (provided that it allows spell resistance). You cannot be crushed or suffocated by falling dirt or rock (you simply burrow through it).

Also while the spell lasts, you can impart the ability to burrow by touch, granting another creature the same abilities that e*arthform g*rants you, but only for as long as you touch the creature and for 1d6 rounds thereafter. While burrowing, you can maintain contact with only two other creatures at a time.

If the effect ends while you (or a burrowing subject) are encased in earth or stone, you instantly move to the nearest space that can safely hold you.

Arcane Material Component: A lump of clay or drop of quicksilver.

Earthmaw

Transmutation [Earth]

Level: Druid 2, Sorcerer/Wizard 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Earthen maw that fills a 5-foot cube
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You transmute a section of the ground into a gaping maw. The spell affects normal earth, such as sand, clay, or stone, but not

wood or metal. The maw tries to bite any creature standing on or stepping into the square where you create it (including you or your allies), attacking by making an opposed grapple check as a Large creature with a Strength score of 15 (grapple bonus +6). For every three caster levels beyond 3rd, the maw's Strength score increases by +1, to a maximum of 21 at 12th level.

The maw does not make an initial touch attack, but rather automatically grabs and tries to establish a hold. If the maw successfully establishes or maintains a hold, it deals 1d6 points of bludgeoning damage plus its Strength bonus (lethal or nonlethal damage at your option, decided upon when the spell is cast).

The maw can grab or hold only one creature at a time, but it makes a new grapple check each round in your turn once it has seized a creature. If it succeeds with a second grapple check against a Medium or smaller creature , the maw swallows it, dealing another 1d6 points of damage. There is no air inside the maw, and a swallowed creature automatically takes 1d6 points of damage each round until the spell ends or it manages to escape by winning an opposed grapple check (but is still grappled even if it succeeds). The maw can hold one Medium, two Small, four Tiny, eight Diminutive, or sixteen Fine creatures, and can grapple (but not swallow) other creatures even when it is full.

Creatures still in the maw when the spell ends are expelled from the earth, taking 1d6 points of damage. The maw itself is impervious to damage, but anything that destroys the 5-foot cube of earth ends the spell and frees any creature held inside. A *stone shape* counters and dispels *earthmaw,* and a *transmute rock to mud* effect cast on the *earthmaw's* square ends the spell but leaves any formerly trapped creatures submerged in the mud.

Arcane Material Component: A fossil tooth or soapstone carving of a gaping mouth.

Earthwalk

Transmutation [Earth]

Level: Druid 7, Sorcerer/Wizard 7
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)

When you cast this spell, you gain a burrow speed equal to your land speed, enabling you to pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. You can breathe normally while passing through earth, and your burrowing does not leave behind any tunnel or hole, nor does it create any ripple or other sign of your presence. However, a *move earth* spell cast on the area where you're burrowing flings you back 30 feet, stunning you for 1 round unless you succeed on a DC 15 Fortitude save.

You can transport your familiar, an animal companion or cohort of up to Tiny size, or any intelligent magic items you carry when burrowing. If this spell ends while you are still encased in earth or stone, you instantly move to the nearest space that can safely hold you.

Arcane Material Component: A small plowshare or spade.

Enchanting Flames

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 5, Sorcerer/Wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 15-foot radius emanation, centered on a nonmagical fire source
Duration: 1 min./level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You cause a nonmagical fire source to generate an aura that causes creatures within the area of effect to become fascinated unless they succeed on a Will save. Any potential threat (such as a hostile creature approaching) allows the fascinated creature a new saving throw against the spell, and any obvious threat (someone drawing a weapon, casting a spell, aiming a ranged weapon at the fascinated creature, and so forth) automatically breaks the effect. An ally of the fascinated creature may shake it free of the spell as a standard action.

In addition to the fascination effect, once per round as a standard action, you can make a *suggestion* (as the spell) to one fascinated creature, which gets a new saving throw against both the *suggestion* and the spell. A creature must be able to see the fire source to be affected by this spell, and anything that blocks a fascinated creature's line of sight breaks the effect.

If the fire source you chose as the center of the emanation is mobile, fascinated creatures try to follow it to the best of their ability as it moves (but note that the fascinate effect is lost if such movement breaks line of sight). When the source moves, a fascinated creature moves at one-half speed toward it, even if the source's movement leaves the creature temporarily outside the area of effect. The creature takes the most direct route available, but if that route leads into a dangerous area (through fire, off a cliff, or the like), that creature gets a second saving throw. If the creature cannot re-enter the emanation at the end of its movement, the fascination effect is broken.

A creature that makes a successful save or has had line of sight to the fire source broken cannot be affected again by this particular casting of the spell.

Material Component: A pinch of saltpeter and aromatic spices thrown into or toward the fire source at the center of spell effect.

Fastheal

Conjuration (Healing)

Level: Bard 5, Cleric 5, Druid 5
Duration: 1 hour/level (D)

This spell functions like *lesser fastheal,* except for its duration.

Fastheal, Lesser

Conjuration (Healing)

Level: Bard 2, Cleric 2, Druid 2
Components: V, S, M/DF
Casting Time: 1 round
Range: Touch
Target: Living creature touched
Duration: 10 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You accelerate the normal healing process in a living creature you touch, allowing it to immediately heal damage as though it had rested for a day and a night (2 hit points per level) once every 10 minutes the spell lasts. The recipient creature cannot gain hit

points in excess of its normal total from this spell, but if it takes damage again while the spell is still in effect, it resumes healing at the above rate (starting from the time the damage was taken) until it again reaches full hit points or the spell expires. Note, though, this spell expires automatically if the recipient creature falls to –10 hit points or less.

Attention from a character with the Heal skill and special qualities that allow for the quick recovery of lost hit points (such as fast healing and regeneration) do not increase the benefits from this spell. However, the effects of the spell stack with all other forms of healing, including natural healing.

Arcane Material Component: A strip of clean linen or gauze and a few drops of iodine.

Fastheal, Mass

C*onjuration (Healing)*

Level: Cleric 8, Druid 8
Components: V, S, M/DF
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature/level, no two of which can be more than 30 ft. apart
Duration: 1 hour /level (D)

This spell functions like *lesser fastheal* except that you accelerate the normal healing process in each selected creature for the noted duration.

Fire Imps

C*onjuration (Creation) [Fire]*

Level: Sorcerer/Wizard 6
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)

Effect: Swarm of 300 Tiny fire elementals
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You create a swarm of Tiny fire elementals that act immediately on your turn, attacking your opponents to the best of its ability. The swarm has a 10-foot space but can occupy any four contiguous squares. Initially, it must appear on a surface and in a space that can hold it, and at least one of the squares the swarm occupies must contain or touch a nonmagical fire source at least as large as a standard torch.

If you can communicate with the swarm (the fire imps speak Ignan), you can direct it not to attack, to attack particular enemies, or to perform other actions. The swarm of fiery imps sets alight any flammable material it touches, and can set creatures alight as noted below. The fire imps from this spell always function as a group, and any fire imp separated from the swarm ceases to exist. The spell ends if the swarm is reduced to 0 hit points, is rendered unconscious, or is dispersed by any means.

Fire Imp

CR 1/2; Tiny elemental (Fire); HD 1d8; hp 4; Init +6; Spd 50 ft.; AC 17, touch 14, flat-footed 15; Base Atk +0; Grp –10; Atk +4 melee (1d3–2 + 1d3 fire, slam); Full Atk +4 melee (1d3–2 + 1d3 fire, slam); Space/Reach 2-1/2 ft./0 ft.; SA burn; SQ darkvision 60 ft., elemental traits, fire subtype, hive mind; AL N; SV Fort +0, Ref +4, Will +0; Str 6, Dex 15, Con 10, Int 2, Wis 11, Cha 11.

*Skills and Feats: H*ide +10, Listen +2, Spot +2; Dodge, Improved Initiative, Weapon Finesse

Burn: A fire imp's slam attack deals bludgeoning damage plus fire damage from the imp's flaming body. Those hit by a fire imp's slam attack must also succeed on a DC 10 Reflex save or catch on fire and burn for 1d4 rounds (but a burning creature can take a move action to put out the flame). The save DC is Constitution-based.

Fire Imp Swarm

CR 3; Tiny elemental (Fire, Swarm); HD 4d8; hp 13; Init +6; Spd 50 ft.; AC 17, touch 14, flat-footed 15; Base Atk +0; Grp —; Atk — (1d6 + 2d6 fire, swarm); Full Atk — (1d6 + 2d6 fire, swarm);Space/Reach 10 ft./0 ft.; SA burn, distraction; SQ, darkvision 60 ft., elemental traits, fire subtype; half damage from slashing and piercing, swarm traits; AL N; SV Fort +0, Ref +4, Will +0; Str 6, Dex 15, Con 10, Int 2, Wis 11, Cha 11.

Skills and Feats: Hide +10, Listen +2, Spot +2; Dodge, Improved Initiative, Weapon Finesse

Burn: A fire imp swarm's attack deals automatic bludgeoning damage plus fire damage from the flaming bodies of the imps in the swarm. Those hit by the swarm attack must also succeed on a DC 17 Reflex save or catch on fire and burn for 1d4 rounds (but a burning creature can take a move action to put out the flame). The save DC is Constitution-based and includes a +5 racial bonus.

Distraction (Ex): Any living creature that begins its turn with a fire imp swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Material Component: Several slivers of wood and a pinch of phosphorus.

Fireform

Transmutation [Fire]

Level: Druid 9, Sorcerer/Wizard 9
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)

You transmute your body into a mass of solid flames, gaining a +2 bonus to your effective Dexterity score, reducing your weight (but not the weight of any equipment) to 1/10th of normal, and increasing your base land speed by +30 feet. While the spell lasts, you are not subject to critical hits or flanking, and you gain damage reduction 20/– against physical attacks from creatures with the fire subtype. You have complete immunity to fire (as does your equipment), though you become vulnerable to cold, taking +50% damage from any cold attack or effect to which you are subjected (even with a successful saving throw). The fire shield effect from the spell (see below) negates this vulnerability while it is active.

While the spell lasts, your touch adds 1d6 points of fire damage to any damage you deal with an unarmed strike or natural weapon. Your attacks ignite flammable material, and you set creatures on fire unless they make a successful Reflex save (DC 10 + 1/2 your caster level + your Con modifier). A creature that catches on fire takes an additional 1d6 points of fire damage immediately and continues to burn in subsequent rounds unless it makes a DC 15 Reflex save to put out the flames (see H**eat Dangers** in the *DMG)*.

Also while the spell lasts, your body is continually surrounded by a f*ire shield e*ffect (as the "warm shield" variant of the spell; see **Chapter Eleven o**f the *PHB)*, that functions at the same caster level as your caster level for *fireform.* You can suppress this effect for 1 round as a free action without affecting the rest of the spell, but the *fire shield e*ffect cannot otherwise be negated without dispelling the *fireform s*pell.

If you choose to temporarily suppress the *fire shield* affect, you can grant fire immunity to any willing creature you touch, with the effect lasting for as long as you touch the creature and 1d6 rounds thereafter. You can maintain contact with only two other creatures at a time.

Arcane Material Component: A stick soaked in pitch, or a pinch of phosphorus and sulfur.

Flame of Chaos

Evocation [Chaos, Fire]

Level: Cleric 3, Evangelist 3
Duration: 1 min./level (D) or until expended

As f*lame of good,* except that the flame produces kaleidoscopic light and the spell blinds, dazzles, and deals additional damage to lawful creatures.

Flame of Chaos, Greater

Evocation [Chaos, Fire]

Level: Cleric 6, Evangelist 5
Duration: 1 min./level (D) or until expended

As *greater flame of good,* except that the flame produces kaleidoscopic light and the spell blinds, dazes, dazzles, and deals additional damage to lawful creatures.

Flame of Chaos, Lesser

Evocation [Chaos, Fire]

Level: Cleric 1, Evangelist 1

As *lesser flame of good,* except that the flame produces kaleidoscopic light and the spell dazzles and deals additional damage to lawful creatures.

Flame of Good

Evocation [Fire, Good]

Level: Cleric 3, Evangelist 3

As *lesser flame of good,* except the spell deals 1d6 points of fire damage, or 1d8 points of damage + 1 point per caster level (half fire damage, half divine damage, maximum +10) to evil creatures. Evil creatures damaged by the spell must make a successful Reflex save or be blinded for 1 round, then dazzled for 1 round after that.

A splash hit deals 1d4 points of fire damage or 1d8 points of damage to an evil creature (half fire, half divine). As well, hurling the *flame of good d*oes not end the spell, but merely reduces its remaining duration by 1 minute (such that you cannot hurl the flame if doing so would reduce the duration to 0 minutes or less).

Flame of Good, Greater

Evocation [Fire, Good]

Level: Cleric 6, Evangelist 5

As *lesser flame of good* except that the spell deals 1d8 points of fire damage, or 2d6 points of damage +1point per level (half fire damage, half divine damage, maximum +15) to evil creatures. Evil creatures damaged by the spell must make a successful Reflex save or be blinded and dazed for 1 round, then dazzled for 1 round after that.

A splash hit deals 1d6 points of fire damage or 2d6 points of damage to an evil creature (half fire, half divine). Hurling the *greater flame of good d*oes not end the spell, but merely reduces its remaining duration by 1 minute. (such that you cannot hurl the flame if doing so would reduce the duration to 0 minutes or less).

Flame of Good, Lesser

Evocation [Fire, Good]

Level: Cleric 1, Evangelist 1
Components: V, S, DF
Casting Time: 1 standard action
Range: 0
Effect: One fiery aura on your holy symbol
Duration: 1 round/level (D) or until expended
Saving Throw: None or Reflex partial
Spell Resistance: Yes

Your holy symbol erupts in bright flames shedding silvery light as a lantern. The flames don't harm you or your possessions, but can be used to make melee touch attacks that deal 1d4 points of fire damage. The energy from the flames has a divine component, with any evil creature you strike taking 1d6 points of damage + 1 point per caster level (maximum +5). Half this damage is fire damage, with the other half divine damage (and therefore not subject to being reduced by resistance to fire-based attacks). Evil creatures you strike must succeed on a Reflex save or be dazzled for 1 round.

You can also hurl the *lesser flame of good* as a splash weapon with a maximum range of 60 feet. On a successful ranged touch attack, the flame deals damage as a melee hit and has the same chance to dazzle an evil target. A splash hit deals 1 point of fire damage to creatures in adjacent squares or 1d4 points of damage to evil creatures (half the damage is fire, the other half divine, as above). There is no saving throw against the splash damage, but the spell does not dazzle evil creatures in the splash area.

Hurling the flame or letting go of your holy symbol ends the spell.

Flame of Evil

Evocation [Evil, Fire]

Level: Cleric 3, Evangelist 3

As *flame of good,* except that the flame produces a cool, eerie light and the spell blinds, dazzles, and deals additional damage to good creatures.

Flame of Evil, Greater

Evocation [Evil, Fire]

Level: Cleric 6, Evangelist 5

As *greater flame of good,* except that the flame produces a cool, eerie light and the spell blinds, dazes, dazzles, and deals additional damage to good creatures.

Flame of Evil, Lesser

Evocation [Evil, Fire]

Level: Cleric 1, Evangelist 1

As *lesser flame of good,* except that the flame produces a cool, eerie light and the spell dazzles and deals additional damage to good creatures.

Flame of Law

Evocation [Fire, Law]

Level: Cleric 3, Evangelist 3

As *flame of good,* except that the flame produces a steady, blue-white light and the spell blinds, dazzles, and deals additional damage to chaotic creatures.

Flame of Law, Greater

Evocation [Fire, Law]

Level: Cleric 6, Evangelist 5

As *greater flame of good,* except that the flame produces a steady, blue-white light and the spell blinds, dazes, dazzles, and deals additional damage to chaotic creatures.

Flame of Law, Lesser

Evocation [Fire, Law]

Level: Cleric 1, Evangelist 1

As *lesser flame of good,* except that the flame produces a steady, blue-white light and the spell dazzles and deals additional damage to chaotic creatures.

Foozle

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 4, Sorcerer/Wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One creature/level touched
Duration: 1 round/level (D)
Saving Throw: Will negates; see text
Spell Resistance: Yes

The subjects of this spell become so clumsy and oafish they find it exceedingly difficult to undertake most actions without error, taking a –5 penalty on all attack rolls, ability checks, and skill checks. Whenever an affected creature fails an attack or skill check that involves a manufactured weapon or tool, if must make a Reflex save or drop it.

An affected creature can move at only up to one-half its normal speed without having to make a Reflex save to avoid falling prone. In cases where a skill check also involves movement (such as climbing, jumping, or swimming), ignore the speed restriction but apply the check penalty noted above. If a creature falls prone for any reason while affected by this spell, it must make a Reflex save to get up again. An affected creature must make a Reflex save to draw a weapon, pick up a dropped item, retrieve a stored item, and the like. If the save fails, the creature drops the item in its space.

To cast a spell or use a special ability that requires any action, an affected creature must succeed on a Concentration check with a DC equal to the *foozle* spell's save DC. If the check fails, the creature loses the spell or expends a use of the special ability with no effect.

Whenever *foozle* prevents a creature from completing an action, the creature's turn ends.

Material Component: A vial containing wine or other spirits and a fruit or vegetable peel.

Force Marbles

Conjuration (Creation) [Force]

Level: Sorcerer/Wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect : Invisible spheres of force cover a surface 20 ft. square (S)
Duration: 1 round/level (D)
Saving Throw: Reflex partial; see text
Spell Resistance: No

Force marbles creates a layer of invisible spheres of force about one inch in diameter, spaced about one inch apart, which can cover any surface (walls, ceilings, doors, mud, water, snow, quicksand, and so forth). The spheres are fixed, but will spin in place if anything pushes on them, such that any creature on the surface when the spell is cast or moving across it while the spell is in effect must make a successful Reflex save or fall prone, taking 1d6 points of nonlethal damage. This save is repeated on your turn on each round that any creatures remain within the area.

A creature can move over the surface at one-half normal speed with a DC 10 Balance check, with failure indicating it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Balance skill description in the *PHB* for details). Alternatively, the layer of spheres adds +15 to the Climb DC of any vertical surface.

The immobile spheres form a barrier of sorts over any surface they cover. The layer itself has a hardness of 10, 25 hit points per 5-foot section, and a break DC of 20. If the layer rests on a solid surface, add the hardness of the *force marbles a*nd the surface together, then divide any damage that gets through the combined hardness between both surface and layer (with the layer taking any odd points of damage). If the layer runs out of hit points before the surface does, the surface no longer benefits from the layer's hardness. If the surface runs out of hit points before the layer does, a section of the layer is destroyed along with the surface. Likewise, when the layer lies on a solid surface, add one-half the lower break DC to the higher break DC. Breaking the layer and the surface destroys them both.

You can shape this spell's effect to cover any four 5-foot squares on a surface, so long as the squares are contiguous. If you attempt to cast the spell into air or empty space, the layer collapses and the spell is wasted.

Material Component: A handful of glass or clay marbles.

Furious Assault

Transmutation

Level: Cleric 5, Warpriest 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2levels)
Targets: One creature/3 levels, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You imbue the recipients with improved combat abilities, allowing each creature using the full attack action to make one extra attack with any weapon it holds. The attack is made using the recipient's full base attack bonus plus any appropriate modifiers, but this effect is not cumulative with similar effects (such as that provided by a *weapon of speed o*r a h*aste s*pell), nor does it actually grant an extra action (and so can't be used to cast a second spell, take an additional move action, and so on.)

All recipients gain +2 dodge bonus to Armor Class and a +2 competence bonus on attack rolls, weapon damage rolls, and Reflex saves. Any condition that would make a creature lose its Dexterity bonus to AC (if any) also makes it lose these bonuses.

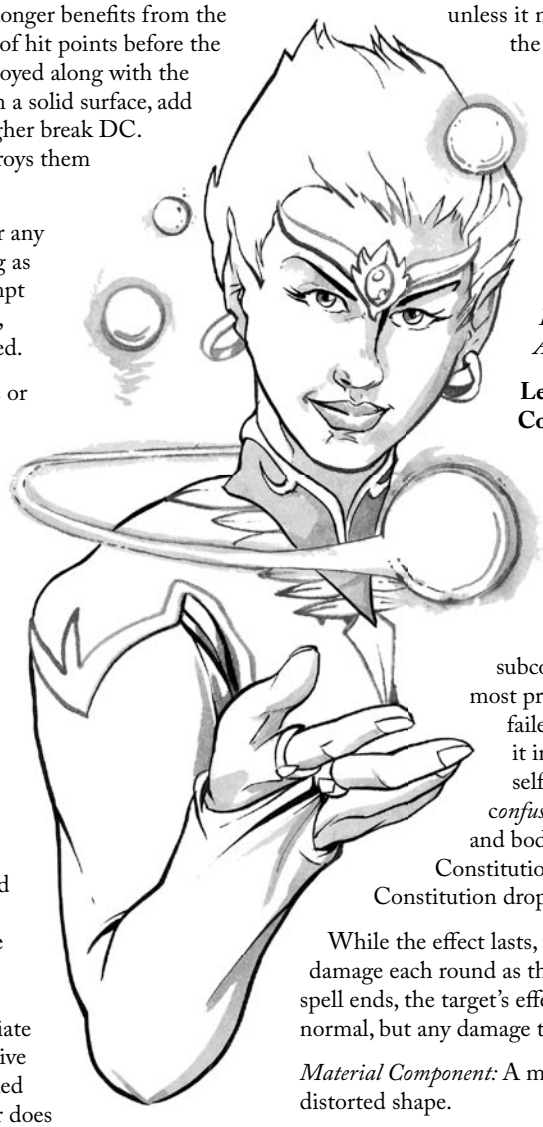
Heat Lightning

Evocation [Electricity]

Level: Bard 1, Druid 1, Sorcerer/Wizard 1
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (5-ft. radius, 30 ft. high)
Duration: 1 round
Saving Throw: Reflex half; see text
Spell Resistance: Yes

You produce vertical strokes of lightning that flash downward for 1 round, dealing creatures and objects in the area 1d6 points of nonlethal damage +1 point per caster level (maximum +5), or half-damage on a successful Reflex save. On a failed save, creatures are also dazzled for 1 round and catch on fire, immediately taking an additional 1d6 points of fire damage. A creature catching on fire continues to burn in subsequent rounds unless it makes a DC 15 Reflex save to put out the flames (see **Heat Dangers** in **Chapter Eight** of the *DMG)*. The lightning strokes ignite unattended, flammable objects in the area.

Arcane Material Component: A pointed rod of iron or copper.



Id Assassin

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/Wizard 8
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You tap into the target creature's subconscious mind, releasing its darkest, most primitive, and most violent self. On a failed save, the creature finds itself engulfed it in a waking nightmare of violence and self-loathing, experiencing the effects of *confusion* (as the spell). The strain on mind and body reduces the target creature's effective Constitution score by 2d6 points, slaying it if its Constitution drops to 0 or less.

While the effect lasts, the victim also takes 1d4 points of damage each round as the result of its inner turmoil. When the spell ends, the target's effective Constitution score returns to normal, but any damage taken from the spell remains.

Material Component: A metal or glass mirror twisted into a distorted shape.

Id Seizure

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/Wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid creature
Duration: 1 round/level (D); see text
Saving Throw: Will negates
Spell Resistance: Yes

You tap into the target creature's subconscious, releasing primitive urges that short circuit its mind and leave it disoriented. The creature is unable to attack, cast spells, concentrate on spells, or do anything else requiring attention, and can take only a single move action each turn. In lieu of its move action, the target creature can attempt a new saving throw as a full-round action that does not provoke an attack of opportunity.

Material Component: A disk or sphere of crystal or metal on a string.

Indomitable Will

Conjuration (Creation)

Level: Evangelist 6
Components: V, S, M, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

You become a vessel for divine energy that magnifies your inner strength, granting you a +4 morale bonus to Charisma, a +4 competence bonus on Fortitude and Will saves, and a +4 competence bonus on Constitution checks and checks for Constitution-based skills. While the spell lasts, you gain the fast healing special quality and can heal a number of hit points each round equal to your new Charisma modifier (minimum 1 point). If you don't have a Constitution score, you gain fast healing instead of regeneration.

Material Component: A cordial made from rare herbs and fruits steeped in holy water or unholy water (depending on whether you channel positive or negative energy) worth 750 gp (including the cost of the holy or unholy water).

Iron Sphere

Conjuration (Creation) [Earth, Force]

Level: Sorcerer/Wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: 0 ft.
Effect: One iron sphere in your palm
Duration: 1 min./level or until expended (D)
Saving Throw: None or Reflex half; see text
Spell Resistance: Yes

You create a sphere of iron about the size of a walnut in your hand, which you can use to make a melee touch attack or throw as a splash weapon, making a ranged touch attack with a maximum range of 120 feet. If the sphere is wielded by any other creature, treat it as an improvised melee weapon (–4 nonproficiency penalty on attack rolls) or as a splash weapon with a range increment of 10 feet.

When the sphere hits (either as ranged or melee attack), it breaks and releases a flash of iron splinters and magical force. The flash deals 1d4 points of damage per caster level to the target struck (maximum 15d4, half piercing damage and half force damage), while all creatures and objects in adjacent squares (including the target and the wielder if the wielder isn't you) take 1 point of splash damage per die. Creatures within the splash area succeeding a Reflex save take only half the splash damage, but creatures struck directly are not allowed a saving throw against the sphere's primary damage.

When the sphere bursts, creatures who fail their saves have all the metal possessions and objects they carry (whether ferrous or not) magnetized for 2d4 rounds. A creature wearing metal armor is entangled while the effect lasts, while a creature using metal weapons takes a –1 penalty on attack rolls so long as there is at least 10 lb. of metal on its person or within 5 feet of it (these penalties stack).

Material Component: A bit of lodestone.

Lifechant

Conjuration (Healing)

Level: Bard 2, Warpriest 2
Components: V, S, M/DF
Casting Time: 1 round
Range: 30 ft.
Effect: 30-ft.-radius emanation, centered on you
Duration: Concentration, up to 1 round/level (D); see text
Saving Throw: Will negates (harmless); see text
Spell Resistance: Yes

Your chanting creates a wave of positive energy that spreads out from you, curing 1 point of damage per two caster levels (maximum 5 points) each round to all living creatures in the area of effect.

Because undead are powered by negative energy, this spell deals such creatures a like amount of damage rather than curing them. If an undead creature makes a successful save, it is immune to the effects of that particular casting of the spell (even if it leaves the emanation but later enters it again). Undead that fail their saves stop taking damage if the leave the area, but resume taking damage if they enter it again later.

Locate Individual

D*ivination*

Level: Bard 5, Evangelist 4
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell functions as *locate creature* (see **Chapter Eleven** in the *PHB)*, except you can attempt to locate an individual not known to you. You can locate any individual within range, provided you have seen the subject at least once and studied him for at least 1 minute, or have a detailed description supplied by someone who knows the subject or has studied him. Your visualization is limited to the subject's appearance at the time you made the study (or as it's described to you), so if the subject you seek has changed his appearance, the spell locates the closest individual that fits the description from which you are working.

Long-Range Weapon

Transmutation

Level: Cleric 0, Warpriest 0
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: One thrown weapon or projectile/level, all of the same kind and all of which must be in contact with each other at the time of casting
Duration: 1 min./level or until expended
Saving Throw: None
Spell Resistance: Yes (harmless, object)

By casting this spell, you increase the range increment of one or more thrown weapons or projectiles by +50%. For example, a javelin (range increment of 30 feet) has a range increment of 45 feet while under the effects of this spell, while an arrow fired from a shortbow (normal range increment 60 feet) increases its range increment to 90 feet.

The effects of this spell for each particular weapon end the first time it's thrown or fired (even if it doesn't break), and *long-range weapon d*oesn't stack with any other range increase, magical or otherwise.

Maddening Insult

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 4, Sorcerer/Wizard 4
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature; see text
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

The target creature is afflicted with an uncontrollable anger, taking a –2 penalty to Armor Class and a –2 penalty on attack rolls. Starting with the target's first action after the spell has been cast, it tries to attack you, disregarding any ranged attacks available to it in order to attack with a melee weapon. The subject makes up to a double move toward you (charging if possible), and while it won't move into obvious hazards trying to reach you, it may rush across hidden dangers (such as covered pits or quicksand), even as it ignores attacks from other creatures.

If the target gets within melee reach of you, it attacks you to the exclusion of all other foes until the spell ends or it kills you. When attacking, the subject uses the most potent melee attack or attacks it has available (subject to the limitations below). If unable to reach or attack you, the subject tries to position itself for melee attacks against you for 1d4 rounds before turning and attacking the nearest creature. Once it chooses a creature to attack, it attacks that creature to the exclusion of all others.

While the spell is in effect, the target creature cannot use the Concentration skill or any Charisma, Dexterity, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), nor can it use any abilities requiring patience or concentration. The target creature cannot cast spells or activate command-word, spell-trigger, or spell-completion magic items, nor can it use Combat Expertise or any item creation or metamagic feat.

Creatures with Intelligence scores of 2 or lower are not affected by this spell, and a creature whose type is different from yours (see **Body Types** in **Chapter Five**: **Skills)** receives a +4 bonus on its saving throw, as insults don't "translate" well.

Material Component: Bits of dung, trash, or offal you hurl in the target's general direction.

Maelstrom

Transmutation [Water]

Level: Druid 9, Sorcerer/Wizard 9
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area or Effect: Whirlpool up to 30 ft. wide and up to 10 feet/level deep; or killer wave 100 ft. wide, 5 ft. high/level, and 10 ft. thick/level
Duration: 10 min./level (D) or 1 round
Saving Throw: None; see text
Spell Resistance: No; see text

This spell allows you to create a whirlpool or killer wave in a sufficiently large open body of water, with devastating effects.

Whirlpool: You literally create a hole in the water that produces a powerful vortex, from 5 feet to 30 feet wide and up to 10 feet deep per caster level (to the maximum depth of the body of water where it's formed). The vortex produces a powerful current extending from the edge of the vortex to a distance equal to the vortex's depth, such that a creature swimming in the current must make a Swim check (DC 19 + your Charisma, Intelligence, or Wisdom modifier, depending on which ability governs your spellcasting) to swim normally. Failure means the creature can take no actions this round and is drawn 1d6×10 feet toward the vortex. If the swim check fails by 5 or more, the swimmer goes underwater.

When a creature reaches the vortex, it must make another Swim check at the same DC +10 to resist the current. If this check succeeds, the swimmer is ejected from the vortex and thrown to the edge of the effect (roll randomly to determine direction). If the check fails, the swimmer is pulled down. If the bottom of the body of water lies below the bottom of the vortex, the swimmer suffers 1d6 points of nonlethal damage per 10 feet of the vortex's depth before being ejected underwater at the vortex's depth 1 round later (roll randomly to determine direction).

If the vortex touches the bottom, a creature pulled under takes 1d6 points of damage per 10 feet of the vortex's depth and remains pinned on the bottom, where it takes an additional 1d6 points of damage each round. The creature can escape by making a Swim check as a full-round action (same DC needed to avoid being pulled under). If successful, the swimmer is thrown clear of the vortex but remains underwater at the vortex's depth (roll randomly to determine direction).

Boats and ships can fall afoul of the vortex just as swimmers can, but the vessel's pilot can fight the current with a Profession (sailor) check (same DC as a Swim check to resist the current). On a failed check, a boat or ship less than 20 feet long has a 95% chance to capsize, a vessel from 20 to 60 feet long has a 50% chance to capsize, and a vessel over 60 feet long has a 20% chance to capsize. Even if a vessel doesn't capsize, it is drawn 1d6×10 feet toward the vortex on a failed check.

When a vessel reaches the vortex, it suffers 4d6 points of damage and may sink unless its pilot makes a successful Profession (sailor) check (same DC as a Swim check to resist being pulled under, but with a +1 bonus per 10 feet of the vessel's length). If the vessel sinks, it breaks apart and goes under in 1 round, with all creatures aboard thrown into the water and forced to make Swim checks to avoid being sucked under.

Killer Wave: This version of the spell produces a rogue wave 100 feet wide, up to 5 feet high per caster level, and up to 10 feet thick per caster level at the base. The wave forms on the surface and moves off parallel to its width in the direction the caster indicates, to the limit of the spell's range. The wave moves at a speed of 200 feet (making a double move each round) and affects swimmers and vessels just like a vortex (except that swimmer are lifted up harmlessly and left behind if they make successful Swim checks to avoid it). Creatures which fail their saves are suspended inside the wave and take 5d6 points of damage each round they remain inside (until the wave collapses in shallow water; see below).

Vessels making successful checks likewise ride the wave out unharmed, but vessels failing their checks may capsize and

sink (as above). Vessels that don't capsize are swept along, taking damage each round as if caught in a vortex (until the wave collapses in shallow water; see below).

When formed, the wave must have water beneath it equal to its height, but if it later moves into shallower water, it gains 5 feet of height for every 5 feet of water depth below the minimum. For example, a wave 85 feet high must have 85 feet of water below it when it forms. If it later moves into 80 feet of water, the wave grows to 90 feet high. In 70 feet of water, the wave is 100 feet high, and so on. When the wave hits water less than 5 feet deep, it collapses, sending a surge of water inland three times as far as the wave's height, and reaching any area within that distance that is not higher than the wave's height at the time it collapsed. For example, a wave 185 feet high reaches 555 feet inland and inundates all area within that distance that isn't at least 185 feet above the water level.

Everything within the area of the collapsing wave takes 15d6 points of bludgeoning damage (including vessels and swimmers carried in the wave). Loose objects and creatures are carried inland 4d6x20 feet (or as far as the wave reaches).

Arcane Material Component: A bottle and a cork (for whirlpool), or a lead paddle (for killer wave).

Manyeyes

D*ivination*

Level: Bard 5, Sorcerer/Wizard 5
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)

This spell enables you to see in all directions at once, granting you 60-foot darkvision and the ability to *see invisibility (*as the spell) within 60 feet. You gain a +10 competence bonus on Search checks and Spot checks, you retain your Dexterity bonus to Armor Class even when flat-footed, and you can't be flanked. However, you cannot avert your gaze or close your eyes when confronted by a creature with a gaze attack.

Focus: A circlet or collar adorned with eyelike beads or patterns.

Mark of Censure

Transmutation

Level: Cleric 4, Evangelist 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You brand your subject with an ugly mark that all members of your faith immediately recognize as the sign of an enemy. The mark usually appears on the lower face (typically on one cheek), but you may place it anywhere on the target's body.

While marked, the subject takes a –1 penalty on all attack rolls, saves, and checks. In addition, members of your faith who see the mark get a +5 circumstance bonus on Sense Motive checks they make to oppose Diplomacy checks, Intimidate checks, or Bluff checks made to convince them of the truth of the subject's words (but not on other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.)

Members of your faith also get a +2 circumstance bonus on any saving throw to resist charm effects from the subject, and a +5 circumstance bonus to the opposed Charisma check made to resist the subject's orders while charmed.

Covering up the mark negates its effects and allows the subject to avoid the penalties associated with it (though doing so may raise suspicion as to what the subject is hiding).

Missteps

Necromancy

Level: Bard 1, Sorcerer/Wizard 1, Warpriest 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

You inflict a minor curse of clumsiness on the target creature, reducing its speed ratings by 10 feet (minimum 5 feet) and granting a –2 penalty to the creature's effective Dexterity (minimum 1).

Moonbright

Evocation [Light]

Level: Bard 5, Druid 5, Sorcerer/Wizard 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex partial; see text
Spell Resistance: Yes

This spell causes a globe of light about as bright as a full moon to explode silently from a point you select. All creatures except undead within the area of the globe are dazzled for 1d6 rounds and take 4d4 points of damage, while an undead creature caught within the globe takes 1d4 points of damage per caster level (maximum 15d4), or half damage on a successful Reflex save. In addition, any undead creature with an aversion to daylight is destroyed by the burst if it fails its save.

Moonbright dispels any darkness spells of 6th level or lower within its area. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures, and lycanthropes caught within the globe are sickened rather than dazzled.

Arcane Material Component: A piece of moonstone, and a glowing ember or a shard of silver mirror.

Moonshadows

Illusion (Shadow)

Level: Bard 6, Sorcerer/Wizard 6
Components: V, S, M

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature/2 levels, no two of which can be more than 30 ft. apart
Duration: 1 round/level (D)
Saving Throw: Will disbelief
Spell Resistance: No

With this spell, you turn the target creatures' shadows into quasi-real shadow monsters that harass and attack them. A moonshadow created by this spell remains attached to the target creature just as a normal shadow does (see the *MM* for details). The moonshadow takes up no space, remaining in the same space as the creature to which it is attached and moving when that creature does.

Every turn the spell lasts (starting the round you cast it), each moonshadow attacks the creature to which it is attached. If the creature is standing, the moonshadow attempts to trip it (without needing to make an initial unarmed attack). If the trip attempt succeeds, the target creature falls prone and is consider grappled by its attached moonshadow. If the trip attempt fails, the target creature remains standing but is entangled.

If the creature is prone, the moonshadow makes a grapple check, dealing 1d4 points of Strength damage and 1d4 points of bludgeoning damage if it succeeds. A prone, grappled creature can break the moonshadow's hold by making an opposed grapple check, and if successful, can use a move action to stand (though the moonshadow remains attached and the creature remains entangled).

A moonshadow fights as a creature with the same size, Strength, Dexterity, and base attack bonus as the creature to which it is attached (discounting any ability damage the creature may subsequently take). It has 5 hit points per caster level (maximum 75), and is AC 20 (+10 deflection bonus) plus the attached creature's Dexterity and size modifiers. It is immune to nonlethal damage, and most magical effects that don't cause damage don't affect it (though it is subject to *dispel magic* and *disjunction)*. A moonshadow never provokes an attack of opportunity, nor does it threaten an area.

If a target creature makes a successful Will save, it disbelieves the quasi-real moonshadows and has a 50% chance of not being entangled (check once when the successful save is made). All trip and grapple attempts a moonshadow makes against a disbeliever have a 50% miss chance, and grapple checks deal half damage if they do succeed.

This spell is not effective when the target creatures are casting no significant shadows, including in areas of darkness (magical or otherwise) or in an area subject to a *daylight* spell or the light of the midday sun. Once you successfully cast the spell, though, the moonshadows remain despite any changes in lighting.

Material Component: A piece of charcoal and a bit a parchment with a pinhole in it.

Muddled Auras

Illusion (Glamer)

Level: Sorcerer/Wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius emanation centered on a point in space
Duration: 1 hour/level (D)
Saving Throw: None; see text
Spell Resistance: No

When you cast this spell, all magical auras in the emanation are made to vary randomly in strength and school, defeating most attempts to locate or identify them with magical effects such as *detect magic* or *arcane sight*.

Any attempts to determine the presence or location of a magical aura within the area have a 50% chance to reveal nothing (check once per attempt), and even if an aura can be noted or located, its apparent strength is determined randomly:

Aura Strength

d4 Roll	Apparent Aura Strength
1	Faint
2	Moderate
3	Strong
4	Overwhelming

Likewise, Spellcraft checks to determine the school of any aura have a 50% chance of revealing a random school:

Random School

d10 Roll	Apparent School
1	Abjuration
2	*Conjuration*
3	Divination
4	*Enchantment*
5	*Evocation*
6	*Illusion*
7	*Necromancy*
8	*Transmutation*
9–10	Universal

Material Component: A bit of twine or string twisted into knots.

Obscure Text

Illusion (Glamer)

Level: Sorcerer/Wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Text touched, up to 1 page or 1 square foot/level
Duration: 1 day/level (D)
Saving Throw: Will negates (object); see text
Spell Resistance: Yes (object)

This spell causes writings, inscriptions, and even magical symbols and glyphs to become temporarily unintelligible. The writing looks normal to the casual viewer, but seems meaningless whenever anyone tries to actively read it.

When this spell is applied to nonmagical writing, characters with the Decipher Script skill can attempt to piece together the meaning. Add this spell's caster level to the normal Decipher Script DC (10 for writing that would be readable normally). Placing this spell on magical writing such as a scroll or spellbook increases the Spellcraft DC to decipher the writing by +1 per caster level.

Placing this spell on a scribed magical ward does not disrupt the ward's function but might prevent it from being recognized. For example, *explosive runes* with an *obscure text* spell applied still detonate when an attempt to read them is made, but the attempt won't reveal the runes' meaning (if any). Likewise, an *illusory script* with an *obscure text* spell applied still implants its

suggestion in the minds of unauthorized readers. The Spellcraft DC to identify a ward under the effects of *obscure script* increases by +1 per caster level, but note that placing this spell on a ward triggered by touch activates the ward unless you succeed on a caster level check (DC 10 + the ward's caster level).

Material Component: A powder of gold dust and poppy seeds worth 50 gp.

Opposition

Illusion (Phantasm) [Mind-Affecting]

Level: Sorcerer/Wizard 9
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 creature
Duration: 1 round/level (D)
Saving Throw: Will disbelief
Spell Resistance: Yes

You create a phantasmal image of the target creature which only it can see, with you and other onlookers discerning only a vague shape. The phantasmal duplicate appears in the subject's space. The subject gets a Will save to recognize the image as unreal, but if that save fails, the phantasm attacks the subject using its most potent attack (highest-level harmful spell, most potent weapon, and so forth). None of the duplicate's attacks or actions affect anyone but the subject, and none of the duplicate's actions (including its initial appearance) provoke attacks of opportunity. If the subject moves, the duplicate moves to stay with it.

The phantasm and the target creature have the same initiative, but since they have the same Dexterity score as well, the GM will roll each round to see which gets to act first. In this and all other ways, the duplicate functions exactly like the subject, having the same statistics, hit points, and equipment. Any piece of equipment separated from the duplicate immediately reappears in the duplicate's possession.

If the target creature's save succeeds, the phantasmal duplicate appears in the creature's space but cannot harm or affect it in any way.

Material Component: A fine silver mirror worth at least 250 gp.

Pearl of Brilliance

Conjuration (Creation) [Light]

Level: Sorcerer/Wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: 0 ft.
Effect: One gleaming silvery sphere in your palm
Duration: 1 min./level or until expended (D)
Saving Throw: Fortitude partial
Spell Resistance: Yes

A gleaming pearl-sized silver sphere appears in your palm, glowing as brightly as a candle. You can use the pearl to make a melee touch attack or throw it as a splash weapon, making a ranged touch attack with a maximum range of 60 feet. If the sphere is wielded by any other creature, treat it as an improvised melee weapon (–4 nonproficiency penalty on attack rolls) or as a splash weapon with a range increment of 10 feet.

When the pearl hits (either as ranged or melee attack), it breaks and releases a flash of intense light. The target struck takes 1d6 points of damage plus one point per caster level (maximum +5). Creatures in the splash area (including the target struck and the wielder, if not you) must make a Fortitude save or be dazzled for 1d4 rounds.

Undead creatures struck take 2d6 points of damage + 2 points per caster level (maximum +10) and must save or be blinded for 2d4 rounds. Undead creatures in the splash area take 1d6 points of damage plus one point per caster level (maximum +5) and must save or be blinded for 1d4 rounds.

The flash from the *pearl of brilliance* as it breaks counters or dispels any darkness spell of equal or lower level. A darkness spell of equal or higher level counters or dispels *pearl of brilliance.*

Material Component: A ball of pine resin or candle wax.

Potent Weapon

Transmutation

Level: Cleric 1, Evangelist 1, Paladin 1, Ranger 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes (harmless)

When you cast this spell, you designate a foe and imbue a weapon you touch with the power to deal additional damage to that foe. The foe you designate can be an individual or a group of up to twenty creatures identified by name or specific description ("the twenty orcs in the first rank attacking us", for example, but not "the first twenty orcs I attack"). The weapon you transmute gains a +1 enhancement bonus to attack rolls against the designated foe and deals an additional 1d6 points of damage when it hits those foes.

Precipitate

Conjuration (Creation) [Air, Water]

Level: Cleric 1, Druid 1, Sorcerer/Wizard 1
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cylinder (40-ft. radius, 20 ft. high)
Duration: Concentration, up to 1 round/level (D)
Saving Throw: None
Spell Resistance: No

Using this spell, you create driving rain in the spell's area if the temperature is above 50 degrees Fahrenheit, creating sleet or rain instead if the air temperature is between 50 degrees Fahrenheit and freezing, and creating sleet or snow if the air temperature is freezing or below.

Once you decide what kind of precipitation you wish to create, the precipitation blocks all sight (including darkvision) beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance), while creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). In addition, each type of precipitation has an additional effect:

- *Rain*: Small, unprotected mundane flames (such as candles, torches, and campfires of Tiny size) are extinguished by the driving rain. There is no effect on fire creatures or magical flames.
- *Sleet*: Ground in the area becomes slick and icy, so creatures can move safely only at one-half speed. Creatures moving at full speed must make a DC 10 Balance check, with failure indicating that the creature cannot move on the ice, and failure by 5 points or more meaning that the creature falls prone (see the Balance skill description in the *PHB)*.
- *Snow*: Ground in the area becomes icy and snow accumulates. Creatures can move only at one-half speed, and no running or charging is possible. Even moving at one-half speed, a creature must make a DC 10 Balance check, with failure indicating that the creature cannot move and failure by 5 points or more meaning that the creature falls prone (see the Balance skill description in the *PHB)*.

Arcane Material Component: A small, dried gourd or rattle.

Produce Searing Flame

Evocation [Fire]

Level: Druid 5, Sorcerer/Wizard 5
Components: V, S
Casting Time: 1 standard action
Range: 0 ft.
Effect: Searing flame in your palm
Duration: 1 min./level (D), see text
Saving Throw: None
Spell Resistance: Yes

This spell functions as *produce flame* (see **Chapter Eleven o**f the *PHB)* except the flames shine twice as bright as a torch (providing bright illumination in a 40-foot radius and shadowy illumination in an 80-foot radius), and deal fire damage equal to 2d6 +1 point per caster level (maximum +15) when used in a melee or ranged attack.

Puffball

Conjuration (Creation) [Acid]

Level: Druid 4, Sorcerer/Wizard 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: 0 ft.
Effect: One leathery sphere in your palm
Duration: 1 min./level or until expended (D)
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

A leathery sphere about the size of a grapefruit appears in your palm, and can be thrown as a ranged touch attack with a maximum range of 120 feet. If the sphere is wielded by any other creature, treat it as a splash weapon with a range increment of 10 feet.

When the sphere hits, it breaks with an audible pop and releases a cloud of splinters, acidic vapor, and toxic dust. The target struck takes 1d8 points of damage per two caster levels (maximum 5d8), with no save (half piercing damage, half acid damage). In addition to damage, the burst fills a 15-foot radius with a toxic cloud poisoning all creatures within it (including the target and the wielder if the wielder isn't you). The poison deals 1d4 points of Constitution damage and causes blindness for 1 minute, then deals 2d4 points of Constitution damage and causes permanent blindness 10 rounds later. Each instance of damage can be negated by a Fortitude save (DC 10 + 1/2 your caster level + your Wis or Int modifier). Blindness from this spell can be cured with *remove blindness* or heal.

Arcane Material Component: A dried puffball mushroom.

Quickscribe

Transmutation

Level: Bard 1, Sorcerer/Wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Effect: See text
Duration: Instantaneous or up to 1 minute; see text
Saving Throw: None
Spell Resistance: No

This spell magically scribes text or images, allowing you to instantaneously copy or record 500 words or all the nonmagical information on a square foot of surface. The spell can copy nonmagical sigils, signs, and even pictures, but the writing or drawing you create is strictly two-dimensional and no better than you could execute yourself. The spell cannot duplicate designs or seals embossed or engraved on a surface except in two dimensions, and while you can use *quickscribe* to forge a document, you must make a normal Forgery check (the spell makes the effort faster, but not necessarily better).

If you use this spell to record spoken words, you can record the speech in writing only (no pictures), and the recording ends after 1 minute or 500 words, whichever comes first. You can record any words you speak or hear.

This spell is incapable of copying a spellbook and does not translate writing or speech, recording or copying text in the language in which it is written or spoken (whether you understand that language or not).

Material Component: A drop of ink and a pen made from a quill or reed.

Read Emotions

Divination [Mind-Affecting]

Level: Bard 1, Sorcerer/Wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Saving Throw: Will negates; see text
Spell Resistance: No

With this spell, you note the emotional states of creatures within the area of effect, detecting surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

- *1st Round*: Presence or absence of emotion (from conscious creatures with Intelligence scores of 1 or higher).
- *2nd Round*: Number of thinking minds and the emotional state of each. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose emotions you are reading.

The following table shows the emotional states this spell can reveal. If a creature's emotions fall into more than one category, use the stronger category:

Read Emotions

Emotions	Examples
Calm	At ease, confident, asleep
Moderate	Curious, suspicious, friendly, uneasy
Strong	Amorous, fearful, nervous, angry, joyful
Extreme	Raging, panicked, despairing, lustful

- *3rd Round*: The particular emotions at play in any mind in the area. A creature's Will save prevents you from reading its emotions, and you must cast r*ead emotions a*gain to have another chance.

Each round, you can turn to read emotions in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Material Component: A stiff piece of parchment, blotted with ink.

Read History

D*ivination*

Level: Sorcerer/Wizard 2
Components: V, S, M
Casting Time: 1 minute
Range: 30 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Spell Resistance: No

By studying an area, you gain a sense of its history, with the amount of information you uncover depending on how long you study the area, the intensity of the events that occurred there, and how far in the past those events occurred.

- *1st Round*: Presence or absence of extreme impressions from the past.
- *2nd Round*: Presence or absence of strong impressions from the past. A sense of the area's original purpose, if not already evident.
- *3rd Round*: Presence or absence of moderate impressions from the past. A sense of the general kinds of activities that have taken place in the area for the past decade, if not already evident.
- *4th Round*: Presence or absence of weak impressions from the past. A sense of the general kinds of activities that have taken place in the area for the past century, if not already evident.

The kinds of impressions this spell can reveal are noted below. If a past event falls into more than one category, use the stronger category:

- *Weak*: A nonviolent crime; casting a spell of 6th to 8th level; the creation or destruction of a medium magic item.
- *Moderate*: A murder or other violent crime; a wedding or other celebration involving ordinary people; the casting of a 9th-level spell; the creation or destruction of a major magic item; extensive damage, repairs, or alterations to the area.
- *Strong:* The birth or death of a ruler or famous hero; the casting of an epic spell; a wedding or other celebration involving a ruler or famous hero; the creation or destruction of a great work of art; a famous battle; a mass murder; extensive destruction and reconstruction of the area.
- *Extreme*: The birth or death of a god or legendary hero; a wedding or other celebration involving a god or legendary hero; the creation or destruction of an artifact; an epic battle.

The apparent intensity of an impression fades over time, as shown on the table below:

Read History

Original Intensity	Time Past* and Apparent Intensity		
	1 day	10 years	100 years+
Weak	None	None	None
Moderate	Weak	None	None
Strong	Moderate	Weak	None
Extreme	Strong	Moderate	Weak

* If the time since an event falls between two values, use the apparent intensity for the longer time period.

When this spell reveals an impression, you can make an Intelligence check to discern how long ago the event occurred and its general details, including what happened (a murder as opposed to a wedding), how many items or beings were involved (a battle between two high-level heroes or two low-level armies), and what kinds of creatures or objects were present.

The DC for the check depends on the event's original (not apparent) intensity: weak (DC 20), moderate (DC 15), strong (DC 12), or extreme (DC 10). If you have a Knowledge skill appropriate to the impression, such as Knowledge (arcana) when trying to sense a location's magical history, you can make a skill check instead. Making the check is a free action, but you can check only one impression each round.

Material Component: A saucer of water or a few tea leaves.

Replicate Object

Transmutation

Level: Sorcerer/Wizard 4
Components: V, S, F, XP
Casting Time: 1 minute
Range: Touch
Target: One object, unattended or in your possession, of up to Tiny size; see text
Duration: See text
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You transmute an object, literally splitting it in two and forming the halves into mirror images of each other. The spell's duration varies with replicated object's relative hardness and rarity, as indicated on the following table:

Replicate Object

Hardness and Rarity Examples	Duration
Vegetable matter	1 day/level
Stone, crystal, base metals	1 hr./level
Precious metals	30 min./level
Gems	10 min./level
Rare metal[1] or minor magic	1 round/level[2]

[1] Includes adamantine, alchemical silver, cold iron, and mithral.
[2] Or until expended; see text.

The transmuted object and its replica are exactly alike except in their mirror-image appearance (including any writing, printing, or images on the replica object rendered backward). If you use this spell to replicate a charged or expendable magic item (including one with a limited number of uses per day), the spell lasts only until the replica is used the first time. For example, if you replicate a *wand of fireballs,* the spell ends after one *fireball* has been cast from the replica wand (or until the duration of 1 round/level runs out). Effects from a replicated magic item cannot last longer than the spell's remaining duration, so that a 9th level caster who replicates a *potion of heroism* creates a potion that lasts for only 9 rounds. If someone drinks the potion 3 rounds later, that character gets the benefits of the potion for only 6 rounds.

Only magic items with market values of 10,000 gp or less can be replicated with this spell, but written magic items such as scrolls and spellbooks cannot be successfully replicated regardless of cost. Any magic item you attempt to replicate gets a saving throw against this spell, and if the save succeeds, the spell is wasted (along with any XP you expended; see below).

Focus: The target item is the spell's focus.

XP Cost: If you use this spell to replicate a magic item, you must pay 1 XP per 100 gp of the item's market price (minimum 1 XP).

Ride Winds

Transmutation

Level: Druid 2, Sorcerer/Wizard 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)

This spell grants you the ability to float on the air for a short time, allowing you to fall safely, to levitate, or even to fly depending on the force of the wind. In addition to gaining a +5 circumstance bonus to all Jump checks while the spell is in effect, you gain the following abilities, depending on wind type and the load you carry.

- *Calm*: You cannot fly or levitate, but you can fall or jump down a distance of 30 feet or less as a move action, provided you carry only a light load.
- *Light Wind*: You can levitate *if* you carry no more than a light load, descending up to 40 feet or ascending up to 20 feet as a move action, or simply hovering in place. Alternatively, you can fall safely (as above) while carrying up to a medium load.
- *Moderate Wind*: You can fly at a speed of 30 feet with good maneuverability so long as you carry no more than a light load. If you carry no more than a medium load, you can levitate (as above), or can fall safely if you carry a heavy load.
- *Severe or More Powerful Wind*: As moderate wind. You are still susceptible to special wind effects (such as being blown away or knocked down), but wind affects you as though you are flying even if you aren't.

Arcane Material Component: A flight feather from an eagle or other soaring bird.

Ring of Fire

Evocation [Fire]

Level: Druid 8, Sorcerer/Wizard 8
Components: V, S, M/DF
Casting Time: 1 standard action
Range: 5 ft./two levels
Effect: Mobile ring of fire with radius up to 5 ft./two levels; from 5 ft. to 20 ft. high
Duration: Concentration + 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

You bring forth a blazing ring of shimmering violet fire, one side of which (selected by you when you cast the spell) sends forth waves of heat, dealing 2d6 points of fire damage to creatures within 10 feet and 1d6 points of fire damage to those between 10 and 20 feet. The ring deals 3d6 points of fire damage to any creature passing through it, dealing double damage to undead. You can make the ring opaque or translucent at the time you cast the spell, with an opaque ring blocking line of sight and a translucent ring providing partial concealment (attacks have a 20% miss chance) when line of sight between two creatures passes through it.

You set the ring's radius (with you at the center) at the time you cast the spell, and the ring moves as you move for as long as you concentrate on the spell. If you stop concentrating, the ring becomes immobile, though it continues to burn for a time. If you evoke the ring so it appears where creatures are, or if you move the ring so it passes through the squares they occupy, those creatures take damage as if passing through the ring. A creature takes damage from the ring a maximum of twice each round (once during your turn and once during its own turn). When a creature approaches and passes through the ring (or vice versa) the creature takes only the damage from passing through the ring.

Arcane Material Component: A small piece of phosphorus and a brass ring.

Sanctum

Conjuration (Teleportation)

Level: Cleric 4, Warpriest 3
Components: V, S, DF
Range: Personal
Target: You
Duration: 1 round/level (D)

You transport yourself to an extradimensional sanctuary just large enough to hold you and what you hold or carry. If you have a familiar or other companion creature with the share spells ability, that creature can accompany you into the sanctuary if it is touching you or within 5 feet when you cast the spell.

Within the sanctuary, time does not pass normally, so that hunger, thirst, poison, and natural healing don't affect you while you're there. However, spells and other magical effects expire according to their normal duration. While in the sanctuary, you can cast spells, use skills, or take other actions. Any spell you cast within the sanctuary is automatically quickened (cast at normal levels without your needing to know the Quicken Spell feat), though you can still cast only one quickened spell each round. Spells from magic items (including scrolls) are not affected, nor are spell-like abilities, other special abilities, or spells that you've already quickened through some other means.

When *sanctum* ends, you reappear where you had been when you cast the spell. If this location contains a solid object, you appear in the nearest open space.

Spells and abilities that move you within a plane (such as t*eleport* and *dimension door*), do not function within the sanctuary, although a *plane shift spell allows you to ex*it to whatever plane the spell designates.

Scales of the Wyrm

Transmutation

Level: Sorcerer/Wizard 6
Components: V, S, M
Target: You
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: No

Your skin becomes scaly and tough, granting you a +5 natural armor bonus that increases by 1 for every three caster levels above 11th (to a maximum of +8 at caster level 20th). You gain damage reduction 20/magic and complete immunity to one of four energy types (acid, cold, electricity, or fire) that you select when you cast the spell. The kind of energy you select determines the color of your scales:

Scales of the Wyrm

Energy	Color
Acid	Black, Copper, or Green
Cold	Silver, White
Electricity	Blue, Bronze
Fire	Brass, Gold, or Red

The natural armor bonus from this spell does not stack with (but might improve) a natural armor bonus from any other source. If you already have scaly skin, this spell does not change the appearance or shape of your scales, just their color.

Material Component: A dragon's scale.

Scourge Foes

Evocation [Sonic]

Level: Cleric 5, Warpriest 4
Components: V, S, DF
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Fortitude partial
Yes

You channel a blast of divine energy that explodes with a thunderclap and leaves foes reeling. Creatures and objects in the spell's area of effect take 1d8 points of damage per two caster levels (maximum 10d8). Half this damage is sonic, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to sonic attacks. Living creatures in the area are treated as staggered for 1 round and are deafened for 2d4 rounds. A successful Fortitude save reduces damage by half and negates the deafness and staggered effects.

Scourge Infidels

Evocation

Level: Evangelist 6
Components: V, S, DF
Casting Time: 1 round
Range: 30 ft.
Targets: 1 creature/3 caster levels, no two of which can be more than 30 feet apart
Duration: Instantaneous

Saving Throw: Will negates; see text
Spell Resistance: Yes

The power of your righteous wrath can literally blast foes out of existence. The effects of this spell vary with the targets' Hit Dice, as shown:

Scourge Infidels

HD	Effect
Equal to caster level or higher	Dazed
Up to caster level –1	Dazed, sickened
Up to caster level –5	Dazed, nauseated
Up to caster level –10	Destroyed

- *Dazed*: The creature can take no actions for 1 round, though it defends itself normally. A Will save negates this effect.
- *Dazed and Sickened*: The target is dazed for 1 round and sickened for 2d4 rounds after that. A Will save negates this effect.
- *Dazed and Nauseated*: The target is dazed for 1 round and nauseated for 2d4 rounds after that. A Will save negates this effect.
- *Destroyed*: The creature is killed (reduced to –10 hit points) and its remains are consumed in divine fire, leaving only a bit of ash. There is no saving throw against this effect.

Secret Missive

Transmutation

Level: Bard 4, Sorcerer/Wizard 4
Components: V, S, M
Casting Time: 10 minutes
Range: Touched
Target: One page of text, up to 3 square feet
Duration: Permanent (D), see text
Saving Throw: None
Spell Resistance: No

When casting this spell, you write a short message of up to 50 words which you then conceal within a larger text (created by the spell) that seems perfectly normal and innocuous. If you use a normal writing surface, such as parchment or paper, you can use this spell without making any additional checks. If you carve the words into a surface or embellish the writing in some way, you must make the appropriate Craft check and supply all the necessary materials. For example, if you were to scribe a *secret missive* into the pedestal of a statue, you would need to make a Craft (stoneworking) check. Craft checks made in conjunction with this spell are normally DC15.

If you have them available to you, you can include *explosive runes, illusory script,* or *sepia snake sigil i*n the larger text, cast as part of the *secret missive's* casting time.

Your hidden message looks just like part of the larger text, but the person or persons you designate at the time you cast the spell are the only ones who can readily discern it. A *comprehend languages* spell merely allows someone to read the larger text, while a *true seeing* spell reveals a faint web of magical tracery through the text but not the hidden message itself. The whole message has a dim aura of transmutation magic.

A character can pick out your hidden message with a Decipher Script check (DC 30 + your caster level, maximum +20) at the time you cast the spell. The character deciphering your message gains a +5 synergy bonus if she also has at least 5 ranks of Spellcraft, and a +10 competence bonus if she uses t*rue seeing* while deciphering.

When you designate who can read the text, you can specify creatures by name or can specify conditions or triggers under which the hidden message can be read. Conditions can be as general or as detailed as desired, though note that only visual and audible actions will work as conditions (such that the spell cannot distinguish alignment, level, Hit Dice, or class except by external garb), and such conditions can often be fooled by disguises and illusions. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word, but silent movement or magical silence defeats them.

When you designate who can read your hidden text, you can also limit the number of times the message can be read in total. After this number of readings, the hidden message and the text that disguises it disappears, ending the spell. You can also make the message vanish (ending the spell) under certain conditions you set, using the same guidelines for specifying who can read the message.

A *secret missive* spell is destroyed when the surface that holds it is destroyed, or if the spell is dispelled or disjoined. An e*rase* spell also removes it.

Material Component: Rare inks and quills worth at least 50 gp.

Secret Speech

Illusion (Glamer) [Language-Dependant]

Level: Bard 3, Cleric 5, Sorcerer/Wizard 4
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Target: You and one willing creature/2 caster levels, no two of which can be more than 30 feet apart
Duration: 1 min./level
Saving Throw: None; see text
Spell Resistance: Yes (harmless)

This spell allows you and other creatures you select to conceal hidden messages of up to twenty-five words in your normal conversation. This is a free action. When using this spell, you appear to all observers (including characters using a *comprehend languages* or *tongues* spell) to be speaking completely normally even as you conceal your hidden message at any point while *secret speech* lasts.

A creature that receives the same casting of the spell as you hears the hidden message clearly (provided that creature could normally hear and understand you). This spell does not allow you to converse with deaf creatures or with creatures that don't understand the language you speak, nor does it allow a subject that normally cannot speak to talk.

Anyone who hears the secret message spoken can attempt to discern it by making a Sense Motive check (DC 20 + your caster level, maximum +20). If a creature sending a secret message has one or more ranks in the Bluff skill, it can make a Bluff check while sending in order to add the Bluff check result to the Sense Motive DC for intercepting the message. A character trying to intercept a secret message gains a +5 bonus if he also has at least 5 ranks of Spellcraft, and a +10 competence bonus if he uses *comprehend languages* or *tongues* while intercepting.

Senses of the Wyrmling

Transmutation

Level: Sorcerer/Wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

You gain the blindsense ability with a range of 60 feet. You gain an enhancement bonus of +1 per caster level to Listen, Search, and Spot checks (maximum +5).

Shaded Sight

Evocation[Darkness]

Level: Sorcerer/Wizard 6
Components: V, M
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 1 min./level
Saving Throw: None; see text
Spell Resistance: Yes (harmless)

This spell functions as *darkness* (see **Chapter 11** of the *PHB)*, except all creatures in the area gain total concealment (50% miss chance and attackers can't use sight to locate the targets).

Material Component: A cat's whisker and a pinch of coal dust.

Shadow Curtain

A*bjuration*

Level: Sorcerer/Wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Vertical curtain of blackness up to two 10-ft. squares per caster level, or hemisphere of blackness with a radius of up to 5/level; see text
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

This spell creates a curtain or hemisphere of blackness that blocks line of sight and line of effect for any 1st-level or lower divination spell. The barrier is infinitesimally thin and does not block movement, attacks, or other spell effects, but provides total concealment to creatures on opposite sides (50% miss chance and attackers can't use sight to locate targets). A *shadow curtain* cannot form in an area occupied by physical objects or creatures.

- *Vertical Curtain*: When you cast this version of the spell, you create a perfectly vertical curtain that covers an area of up to two 10-foot squares per caster level. Though the curtain must always be upright, you can shape it by bending it at right angles every 5 feet, but you must have line of effect to all portions of the curtain when you cast the spell. You can make the curtain twice as long (20 feet) by making it half as high (5 feet).
- *Hemisphere*: This version of the spell allows you to creates a dome of blackness with a radius of up to 5 feet per caster level, centered on you.

Material Component: A small square or circle of black cloth.

Shooting Star

Evocation [Fire, Sonic]

Level: Sorcerer/Wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: 120 ft.
Effect: 120-ft. line, plus 15-foot radius burst
Duration: Instantaneous
Saving Throw: Reflex partial; see text
Spell Resistance: Yes

A fist-sized chunk of superheated rock shoots from your hand toward a creature, object, or point in space you target, trailing fire and emitting an ear-splitting scream as it goes. The *shooting star* deals 1d6 points of damage per two caster levels (maximum 15d6) to all creatures and objects along the line of its path (half fire damage, half sonic damage). When it then reaches its target, it *e*xplodes in a 15-foot-radius burst, dealing 1d6 points of damage per two caster levels (maximum 15d6, half fire, half sonic). A successful Reflex save reduces damage by half for creatures in the spell's path, for the target, and for all creatures and objects within the burst, but if a target creature or object fails its save, the *shooting star* deals it an additional 1d6 points of bludgeoning and piercing damage per two caster levels (maximum 15d6).

Material Component: A bit of meteoric rock or iron.

Showall

D*ivination*

Level: Cleric 9, Sorcerer/Wizard 9
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Saving Throw: None or Will partial; see text
Spell Resistance: No

Showall functions as *true seeing* (see Ch**apter Eleven o**f the *PHB)* but allows you to gain additional information if you spend a full-round action studying an area or subject. Each round, you can do one of the following:

- Study an area no larger than a 10-foot cube and see all secret doors hidden by any means. You also see through mundane disguises and spot creatures that are hiding.
- Study a single creature or object and see all auras the creature has, including its alignment and any magical auras. You know the strength of any alignment or magical auras revealed (see the descriptions of the *detect evil* and *detect magic* spells in the *PHB)*. Identifying a magic aura's school requires a Spellcraft check (DC 15 + spell level), which you make as a free action.

  No magical effects short of a *mind blank* or the direct intervention of a deity will keep you from noting a subject's aura.
- Study a single creature and know whether it is currently under a curse or any form of magical or mental control. When this spell reveals such effects, you can attempt to discern the location and identity of whatever entity laid the curse or established the control (provided that entity is on the same plane as you at the time you cast the spell).

The entity gets a Will save to negate this effect, but if the save fails, you know its name and approximate location (as though you had used a *discern location* spell against a creature you have seen). If the entity has more than one name, you learn either the name by which the subject of the curse or control knows the entity, or the name the entity most commonly uses in public, as applicable.

- Study a single creature and know whether it is currently capable of assuming a different form (via a special quality, magic item, or a spell available for casting) and any limitations on what those forms can be. For example, you could detect the true nature of a lycanthrope or doppelganger, or intuit that the sorcerer you face knows *alter self* and has a 2nd-level spell slot available with which to cast it). The creature is allowed a Will save to negate this effect.
- Study one creature and know whether it is living or nonliving, and whether a nonliving creature is undead or a construct. You also know the creature's condition, as though you had used *detect animals or plants*.

For uses of the spell that allow it, a successful Will save makes the target creature immune to the current casting of the spell. You know that a creature has successfully saved and can attempt to study it again, but you must cast the spell again to do so.

Any use of this spell that allows a Will save is blocked by a *mind blank* effect or the direct intervention of a deity. Under such circumstances, you know that the spell is blocked but not the source of that blocking.

Material Component: A flawless crystal lens coated with ruby dust and worth at least 500 gp.

Slip Bonds

Transmutation

Level: Bard 1, Evangelist 2, Sorcerer/Wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You make the subject's body slightly slippery and exceptionally limber, allowing it to squeeze through any space small enough to admit its head (for humanoid characters, typically a space slightly less than one-seventh its height). As well, you gain a +10 enhancement bonus on Escape Artist checks, increasing to +10 at 5th level and a maximum +30 at 9th.

Material Component: A pat of lard or butter.

Smite Foe

Evocation

Level: Cleric 4, Warpriest 3
Components: V, S, DF
Casting Time: 1 standard action
Range: 60 ft.
Effect: Ray
Duration: Instantaneous; see text
Saving Throw: Will partial
Spell Resistance: Yes

You create a ray of divine energy which blasts one target as a ranged touch attack. The ray deals 1d8 points of damage per two caster levels (maximum 5d8), and living creatures struck also become sickened for 2d4 rounds. A successful Will save reduces damage by half and negates the sickening effect.

Spacious Sleeves

Transmutation

Level: Bard 1, Sorcerer/Wizard 1
Components: V, S, F
Casting Time: 1 minute
Range: Touch
Target: Garment touched
Duration: 1 hour/level (D), see text
Saving Throw: None
Spell Resistance: No

While this spell is in effect, you can stuff your sleeves with useful items, storing up to 60 lb. or 6 cubic feet (half that capacity in each sleeve). Items placed in your sleeves are effectively one-tenth their normal weight, and produce only a slight bulge in the sleeve at worst. As well, you gain a +4 circumstance bonus to Sleight of Hand checks to conceal objects in your sleeves (see the Sleight of Hand skill description in **Chapter Four** of the *PHB)*.

No single object you store can weigh more than 10 lb. or exceed 1 cubic foot. So long as the garment selected for the spell is an outer garment, placing an item in a sleeve is a move action, while retrieving an item is a move action provided you have only one object in the sleeve where the item is stored, but a standard action otherwise. If the garment affected by the spell is within another garment (a shirt under a jacket, for instance), storing or retrieving items is a standard action. In any case, storing or retrieving an item does not provoke an attack of opportunity.

If you take off or lose your garment while using this spell, the effect ends and any stored items tumble out. Stored items also fall out of your sleeves if your garment is destroyed.

Focus: A long-sleeved garment of masterwork quality (market price at least 5 gp).

Spiritbow

Evocation [Force]

Level: Sorcerer/Wizard 6

This spell functions like *lesser spiritbow,* except that the effect resembles a composite shortbow (range increment 70 feet). Force projectiles from the bow deal 1d6 points of damage + 1 point per three caster levels (maximum +5) and the projectiles have an enhancement bonus on attack rolls of + 1 per three caster levels (maximum +5).

If you wield the bow yourself, you can fire special force projectiles which work much like a *brilliant energy arrow.* You ignore any cover bonus your target might have from nonliving objects or barriers, but the projectile cannot penetrate a *wall of force,* an *antimagic field,* or any other magical barrier that stops 6th-level spells or effects.

You can fire only one special projectile each round (whether as part of an attack or full attack), and you can use a maximum of one special projectile per caster level.

Spiritbow, Greater

Evocation [Force]

Level: Sorcerer/Wizard 9

This spell functions like *lesser spiritbow,* except that the effect resembles a composite longbow (range increment 110 feet). Force projectiles from the bow deal 2d6 points of damage + 1 point per three caster levels (maximum +8), and the projectiles have an enhancement bonus on attack rolls of + 1 per three caster levels (maximum +8).

If you wield the bow yourself, you can fire three kinds of special force projectiles:

- *Baneful*: The projectile gains an additional +2 enhancement bonus on attack rolls, an additional +2 bonus on damage rolls, and deals an additional 2d6 points of damage.
- *Brilliant*: The projectile works much like a *brilliant energy arrow.* You ignore any cover bonus your target might have from nonliving objects or barriers, but the projectile cannot penetrate a *wall of force,* an *antimagic field,* or any other magical barrier that stops 9th-level spells or effects.
- *True*: You ignore any miss chance your target has from concealment.

You can fire only one special projectile each round (whether as part of an attack or full attack), and each can have only one of the three special properties listed. You can use a maximum of one special projectile per caster level.

Spiritbow, Lesser

Evocation [Force]

Level: Sorcerer/Wizard 4
Components: V, S
Casting Time: 1 standard action
Range: 0 ft.
Effect: A ghostly bow in your hand
Duration: 1 min./level (D), see text
Saving Throw: None
Spell Resistance: Yes

You conjure a bow of magical force which can be wielded by you or attack on its own. As a move action, you can set the bow loose to attack once per round at a creature you designate (starting the round you release it). The bow shoots on your turn in the initiative order, staying in your space and firing at its target until the spell ends, the target leaves your line of sight, or you redirect the bow against another target (a move action). If the bow has nothing to shoot at, it merely hangs in the air near you.

With each shot, the bow generates a force projectile that functions just like an arrow fired from a regular shortbow (range increment 60 feet, damage 1d6), targeting only creatures and hitting with a ranged touch attack. If the bow attacks a creature that has spell resistance, check resistance the first time a projectile strikes it. If you fail to penetrate the spell resistance, this casting of the spell has no effect on that creature, but otherwise, successive attacks affect the creature for the full duration of the spell.

The bow uses your base attack bonus (which might allow it multiple attacks if you take the full attack action) plus your Intelligence or Charisma bonus (whichever ability governs your spellcasting) instead of a Dexterity bonus. A projectile affects its target as a spell, not as a weapon, and so ignores damage reduction and immunity to piercing damage. As a force effect, the bow has no miss chance against incorporeal creatures, and it can affect ethereal creatures.

If you choose to wield the bow yourself, you can fire normal or magic arrows (as available) from the bow, or you can use the bow to shoot force projectiles as a ranged touch attack (with all effects and damage as described above). If you use arrows you supply, you make normal ranged attacks, using your Intelligence or Charisma bonus (whichever ability governs your spellcasting) instead of your Dexterity bonus if you desire. When shooting force projectiles, you can fire the bow without penalty even if you don't have proficiency (though a –4 nonproficiency penalty applies when shooting arrows you supply). Any feats you have that improve your ability to wield a bow (including Weapon Focus, Point Blank Shot, or Rapid Shot) apply to any attacks you make.

Firing a real arrow from the bow has no effect on the spell's duration, but each time the bow fires a force projectile (whether on its own or when wielded by you), the duration is reduced by 1 minute. If a shot would reduce the spell's duration to less than 0, the bow can no longer fire force projectiles.

The bow cannot be attacked, but spells such as *dispel magic* or *mage's disjunction h*ave normal effect, while a *disintegrate s*pell destroys it. Only you can fire the bow, and if you let it go without using a move action to set it loose to fire on its own, the spell ends.

Split Mind

Transmutation

Level: Sorcerer/Wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Effect: A separate consciousness in your mind
Duration: 1 min./level

You divide your mind into two more or less equal halves that share control of your body, helping with various mental tasks and

providing special defenses against mind-affecting magic. While the spell lasts, you gain a +2 bonus on Concentration checks, Will saves, Intelligence and Wisdom checks, and checks for Intelligence-based and Wisdom-based skills. If you fail a saving throw against any mind-affecting spell or effect, you can make a new saving throw against the effect each round (over and above any additional save the effect might allow).

If you succeed on your save, effects of 3rd level or lower are broken as though they had been successfully dispelled. Effects of 4th level or higher have their affect on you suppressed for 1d4 rounds, but reassert themselves when the suppression ends (unless the effect's duration has run out or the effect has been ended in the meantime).

Material Component: A mirror with two panels, hinged together.

Staffstrike

Evocation

Level: Sorcerer/Wizard 4
Components: V, S, F
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped burst; see text
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

You send forth shockwaves from your staff, dealing 2d6 points of bludgeoning damage and 3d6 points of sonic damage to all creatures and objects within the area. Living creatures are deafened for 1d6 rounds, with a successful Fortitude save negating the deafness but not reducing the damage.

If you slam your staff on the ground or floor when casting the spell, you also send a shockwave through the ground, possibly knocking down any creatures standing in the area. Make a trip attempt against each creature affected, with the spell functioning as a Large creature with a Strength score equal to your Intelligence or Charisma score (whichever ability governs your spellcasting). The spell does not make an initial unarmed attack against the creature, nor does it provoke an attack of opportunity. If the trip attempt succeeds, the creature takes 1d6 points of bludgeoning damage, is knocked prone, and is stunned for 1 round (in addition to the spell's other effects). If the trip attempt fails, the creature stays on its feet but it does not get a chance to trip you.

Focus: A quarterstaff, magic staff, or walking stick.

Staffstrike, Greater

Evocation

Level: Sorcerer/Wizard 7
Range: 60 ft.

This spell functions as *staffstrike,* except creatures and objects within the area of effect take 4d6 points of bludgeoning damage and 6d6 points of sonic damage. When sending a shockwave through the ground, the spell functions as a Huge creature for the purpose of making a trip attack, and creatures successfully tripped take 2d6 points of bludgeoning damage in addition to being knocked prone and stunned for 1 round.

Staffstrike, Lesser

Evocation

Level: Sorcerer/Wizard 2
Range: 15 ft.
Saving Throw: Fortitude partial; see text

This spell functions as *staffstrike,* except that creatures and objects within the area of effect take 1d6 points of bludgeoning damage and 2d6 points of sonic damage (but are not automatically deafened). If you slam your staff on the ground or floor when casting the spell, you also create a thunderous sound that can deafen creatures within the area for 1d4 rounds. A successful Fortitude save negates the deafness and reduces damage by half.

Starblade

Evocation [Force, Light]

Level: Sorcerer/Wizard 7
Components: V, S, F
Casting Time: 1 standard action
Range: 0 ft.
Effect: A beam of force
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: Yes

A beam of blazing white force springs from your hand, cold to the touch but shedding light like bullseye lantern. You wield the beam as if were a dagger, short sword, longsword, scimitar, or bastard sword for purposes of proficiency and feats that affect combat. For example, if you have Greater Weapon Focus (longsword), you can use the feat's +2 bonus on attack rolls. Likewise, if you don't have proficiency with any of the above weapon types, you take a –4 nonproficiency penalty when wielding the *starblade.*

The beam has a +3 enhancement bonus to both attack and damage rolls, but as an immaterial effect, it gains no bonus from your Strength modifier. Only creatures can be struck by the *starblade,* which deals 3d6 points of force damage (but as a spell, not a weapon). The beam deals an additional 1d6 points of damage to fungi, molds, oozes, slimes, and undead (2d6 points of damage against undead creatures that are specifically harmed by bright light). As a force effect, the beam has no miss chance against incorporeal creatures, and it can affect ethereal creatures.

The *starblade* has a threat range of 19–20 and a critical multiplier of x2 (even if treated as a specific kind of weapon with a different threat range and multiplier). Outside your turn, you threaten all the squares you normally threaten with a one-handed weapon, but during your turn your reach with the *starblade* doubles (though you still threaten squares adjacent to you).

If you attack a creature that has spell resistance, check resistance the first time the starblade strikes. If you fail to penetrate the spell resistance, this casting of the spell has no effect on that creature, but otherwise, successive attacks affect the creature for the full duration of the spell.

A darkness effect of 7th level or higher cast directly against the beam suppresses it, but if the suppressing spell's duration runs out, you can rekindle the *starblade* on your turn as a move action.

Focus: A miniature crystal sword with a grip and pommel of gold, worth at least 100 gp.

Steam Jet

Evocation [Fire, Water]

Level: Druid 4, Sorcerer/Wizard 4
Components: V, S, M/DF
Casting Time: 1 standard action

Range: 60 ft.
Area: 60-ft. line
Duration: Instantaneous
Saving Throw: Reflex partial; see text
Spell Resistance: Yes

A blast of high-pressure steam erupts from your hand, dealing 1d6 points of damage per caster level (maximum 10d6) to all creatures within its area (half bludgeoning damage, half fire damage, Reflex save for half). In addition to soaking creatures in scalding water, the jet heats up their equipment, dealing an additional 1d6 points of fire damage per two caster levels the following round to any creatures that fail their Reflex saves. Any cold effects operating in the area that are intense enough to deal damage negate the extra fire damage from the spell (and vice versa) on a point-for-point basis.

Creatures in the jet may be knocked down or pushed back if they fail their saves. Tiny or smaller creatures are knocked down and rolled to the end of the jet plus 1d4 x 10 feet if standing on the ground, or are blown back to the end of the jet plus 2d6 x 10 feet if flying. Small creatures are knocked down and rolled to the end of the jet plus 1d3 x 10 feet by the force of the water, or are blown to the end of the jet plus 2d4 x 10 feet if flying. Medium creatures are knocked prone by the force of the steam, or if flying are blown to the end of the jet plus 1d4 x 10 feet. Large creatures are knocked prone if standing, or are blown to the end of the jet plus 1d3 x 10 feet if flying. Huge or larger creature aren't moved or knocked down by the spell.

Arcane Material Component: A candle and a squeeze bulb or bladder filled with water.

Steely Will

A*bjuration [Mind-Affecting]*

Level: Bard 3, Cleric 3, Sorcerer/Wizard 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You imbue the recipient with the will to ignore or resist attempts to control or influence the mind, granting immunity to charms and compulsions of 2nd level or lower. In addition, the recipient gains a limited spell resistance (10+ your caster level, maximum 20) against mind-affecting spells and effects.

Arcane Material Component: A small sphere of polished steel.

Stonefist

Evocation [Earth]

Level: Druid 2, Sorcerer/Wizard 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: 0 ft.
Effect: Stony casing over your hand
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: No

One of your empty hands (your choice) becomes encased in a stony shell. You cannot hold anything in the affected hand while the spell lasts, but you can use the hand to make unarmed strikes that don't provoke attacks of opportunity. The damage you deal depends on your size, as shown below:

Stonefist

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

When you strike with the *stonefist,* you gain a +1 bonus on your attack and damage rolls, increasing by +1 for every three caster levels above 3rd (to a maximum of +5 at caster level 15th). Any feats or class abilities you have that affect your unarmed strikes apply to attacks you make with the hand and a monk using this spell can attack with the hand as though it was a special monk weapon. When you strike an unattended object with the hand, you double damage.

Arcane Material Component: A small stone sculpture of a clenched fist.

Strength of Faith

A*bjuration [see text]*

Level: Cleric 6, Evangelist 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You imbue the recipient with the power to withstand alignment-based effects. Choose one alignment descriptor (chaos, evil, good, or law). When the recipient is subjected to any magical effect with that alignment descriptor, she gains spell resistance against that effect equal to 10 + your caster level. She also gains a +4 morale bonus on saves against that effect.

When you use this spell, it has an alignment descriptor opposite to the descriptor you choose to block. For example, if you choose to protect the recipient against effects with the evil descriptor, this spell has the good descriptor.

Sun Motes

Conjuration [Fire]

Level: Sorcerer/Wizard 6
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 15-ft.-radius spread
Duration: 1 round/level
Saving Throw: Reflex partial
Spell Resistance: No

A cloud of searing hot particles deals 4d6 points of fire damage to everything in its area of effect, plus blinds creatures for duration of the spell. A successful Reflex save negates the blindness but doesn't reduce the damage. The dust cannot be removed, and anything it

coats takes an additional 1d6 points of fire damage each round the spell lasts. Undead, fungi, mold, oozes, and slimes take 4d8 points of damage initially and 1d8 points of damage each round.

While the spell lasts, anything coated with the dust sheds light as a torch. In addition, creatures coated with the dust take a –40 penalty on Hide checks, and invisible creatures or objects in the area are outlined and made visible for the duration of the spell. A magical darkness effect of any level suppresses the light from this spell, but does not keep the dust from burning.

Material Component: A pinch of ground sunstone.

Sunglobe

Conjuration (Creation) [Fire, Light]

Level: Sorcerer/Wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: 0 ft.
Effect: Globe of light
Duration: 10 min./level or until expended
Saving Throw: Reflex partial
Spell Resistance: Yes

A brilliant, searing globe about the size of a walnut appears in your palm, glowing as brightly as a torch. The globe is hot enough to ignite flammable materials and deals 1d8 points of fire damage each round it stays in contact with a creature or object, but won't hurt you or your equipment as long as you keep it in hand. You can use the globe to make a melee touch attack or can throw it as a splash weapon, making a ranged touch attack with a maximum range of 120 feet. If the globe is wielded by any other creature, treat it as an improvised melee weapon (–4 nonproficiency penalty on attack rolls) or as a splash weapon with a range increment of 10 feet. Note, though, that the creature wielding it takes damage each round in which the globe is held.

When the globe hits (either as ranged or melee attack), it breaks and releases a flash of heat and light. The flash deals 1d8 points of fire damage per two caster levels (maximum 10d8, no save) to the target struck, while all creatures in adjacent squares (including the target and the wielder if the wielder isn't you) must make a Reflex save or be blinded for 1d4 rounds.

The intense light from the flash deals 1 point of damage per die (no save) to undead, fungi, mold, oozes, or slimes struck directly or caught in the splash. A creature struck directly takes the light damage in addition to the fire damage from the spell.

The flash from the globe counters or dispels any darkness effect of 3rd level or lower, but a darkness effect of 3rd level or higher counters or dispels the globe if it is not in your possession. A darkness effect of 3rd level or higher merely suppresses it if you have it in your possession, but you can rekindle the globe on your turn as a standard action.

Material Component: A faceted bead of glass or crystal.

Sunray

Evocation [Fire, Light]

Level: Druid 4, Sorcerer/Wizard 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Beam of focused light
Duration: Concentration, up to 1 round/level
Saving Throw: None or Reflex partial
Spell Resistance: Yes

You gather the ambient light from your surroundings and focus it into a scorching beam dealing fire damage on a ranged touch attack. You can make one attack with the beam as a free action in the round you cast the spell, then can make one attack as a standard action each round for as long as the spell lasts. The damage dealt depends both on the level of ambient light and how many rounds the target is hit for, as follows:

Sunray

Ambient Light & Damage[1]

Exposure	Shadowy	Bright	Direct Sunlight
1 round	None	1d4	1d8
2 rounds	1d4	1d6	2d6
3+ rounds	1d6	2d4	2d8[2]

[1] Your target takes the listed damage each time you hit it with the beam. If you hit the same target with the beam on two or more consecutive rounds, the beam deals more damage on subsequent rounds, as shown.
[2] The target must also make a Reflex save or catch fire.

Levels of ambient light for purposes of this spell are described below. If the ambient light changes while the spell is in effect, use whatever light prevails during the round when you make your ranged touch attack.

- *Shadowy:* Light allows characters to see only dimly, such as that within the shadowy light radius of a candle, torch, or other artificial light source.
- *Bright:* Light allows characters to see clearly, such as within the bright light radius of a torch, lantern or other artificial light source. Magical light sources such as the *light* or *daylight* spell fall into this category, as does natural light indoors or outside on a cloudy day.
- Direct *Sunlight:* Light outdoors on a clear or sunny day.

In direct sunlight, a target hit on three or more consecutive rounds may be set on fire. The target must make a DC 15 Reflex save or immediately burst into flame, taking an additional 1d6 points of fire damage and continuing to burn in subsequent rounds unless it makes a DC 15 Reflex save to put out the flames. An unattended object continues burning until it is consumed or extinguished, and undead, fungi, mold, oozes, and slimes take double damage from the beam.

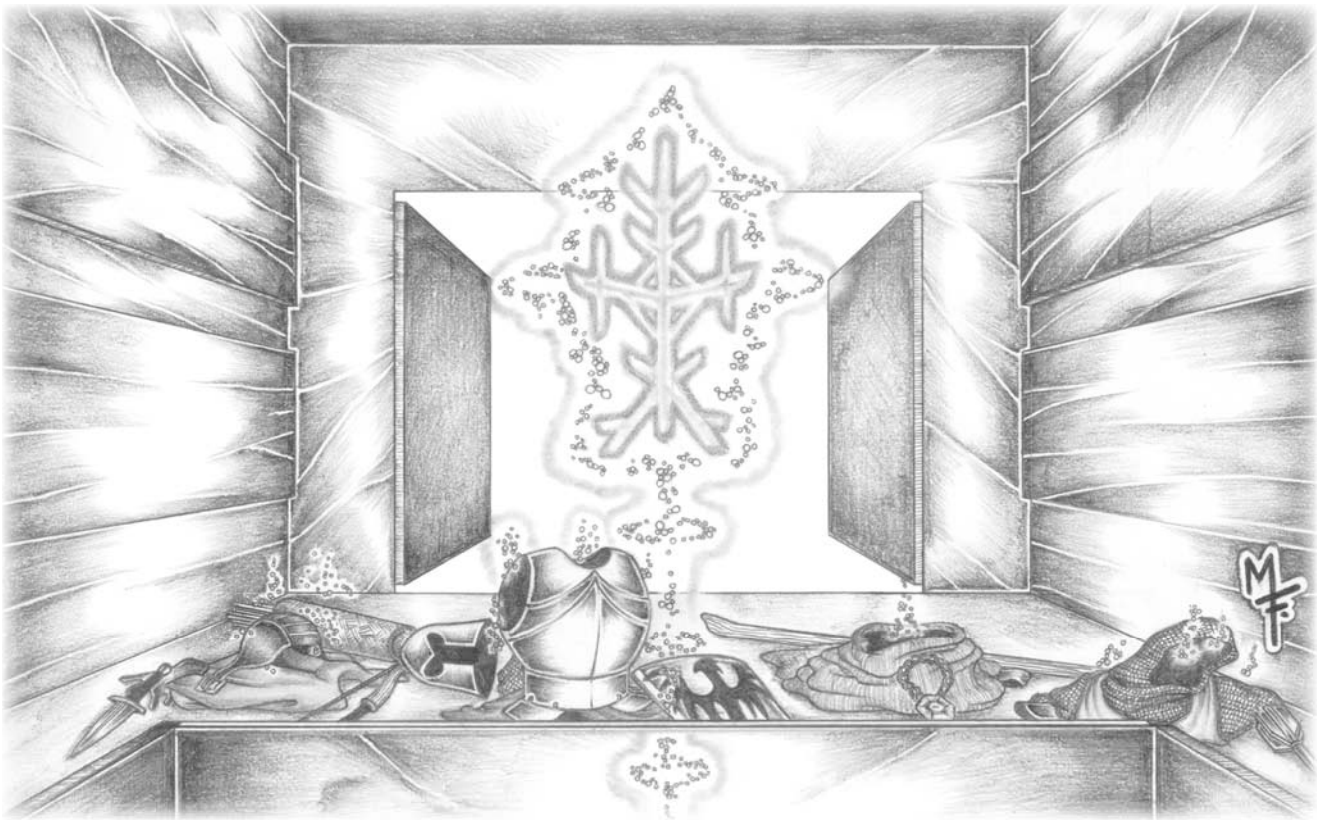
Arcane Material Component: A glass or crystal lens.

Symbol of Despair

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 4, Sorcerer/Wizard 4
Components: V, S, M
Casting Time: 10 minutes
Range: 0 ft.; see text
Effect: One symbol
Duration: See text
Saving Throw: Will negates
Spell Resistance: Yes

This spell functions like *symbol of death* (see **Chapter Eleven** in the *PHB)*, except each creature within the radius of a *symbol of despair* is afflicted with a sense of utter despair for 1 minute per caster level.



Each affected creature takes a –2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Unlike *symbol of death,* s*ymbol of despair* has no hit point limit—once triggered, a *symbol of despair* simply remains active for 10 minutes per caster level.

Magic traps such as *symbol of despair* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of despair* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 29 for *symbol of despair.*

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 750 gp each.

Symbol of Destruction

Necromancy (Death)

Level: Cleric 9, Sorcerer/Wizard 9
Components: V, S, M
Casting Time: 10 minutes
Range: 0 ft.; see text
Effect: One symbol
Duration: See text
Saving Throw: Fortitude partial
Spell Resistance: Yes

This spell functions like *symbol of death* (see **Chapter Eleven** in the *PHB)*, except a *symbol of destruction* slays each creature within its radius and consumes their remains (but not their equipment) utterly. Creatures that make a successful Fortitude save suffer 10d6 points of damage instead. Once triggered, the *symbol of destruction* remains active until it affects creatures whose combined total current hit points do not exceed 200, or for 10 minutes per level, whichever comes first.

Magic traps such as *symbol of destruction* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of destruction* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 34 for *symbol of destruction.*

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 7,500 gp each.

Tangled Script

Illusion (Phantasm) [Mind-Affecting]

Level: Sorcerer/Wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Effect: Up to 1 page (or 1 square foot) of magical writing/level
Duration: 1 day/level or until triggered (D)
Saving Throw: Will negates; see text
Spell Resistance: Yes

You create a piece of meaningless text that appears normal and harmless at first glance, but poses a serious danger to anyone reading it. In this case, "reading" the script means any attempt to study it, identify it, or fathom its meaning.

On a successful Will save, the reader of the *tangled script* is able to look away with only a slight sense of discomfort, but a failed save causes the reader to suffer a phantasmal assault that wreaks havoc on the mind, dealing 1d4 points of Intelligence damage and causing the victim to stare at the *tangled script,* fascinated for 2d4 rounds. If the fascinate effect is broken early, the reader is left c*onfused* (as the spell) for 1d4 rounds.

Tangled script vanishes if even one creature reads it; but several different creatures can begin reading in the same round and all be affected.

You can follow a *secret missive* (see this chapter) or *secret page* spell immediately by *tangled script,* so only creatures that discover the secret *missive* or *secret page* are subject to the effects of this spell.

Material Component: A goose quill and ink made from mercury, powdered gold and iron, worth at least 50 gp.

Teeth of the Wind

Evocation [Air]

Level: Druid 4, Sorcerer/Wizard 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: 60 ft.
Area: 60-ft. line
Duration: 1 round
Saving Throw: Fortitude partial and Reflex half; see text
Spell Resistance: Yes

This spell creates a blast of air and grit at storm strength (approximately 70 mph) that originates from you and affects all creatures in its area. The force of the blast deals 1d4 points of bludgeoning damage per two caster levels (maximum 15d4) to everything in its path, or 1d8 points per two caster levels (maximum 15d8) if the area contains loose debris that the wind can pick up and carry along. Creatures caught in the blast are allowed Reflex saves for half damage.

Creatures in the blast may be knocked down or pushed back if they fail their saves. Small or smaller creatures are blown away and rolled 1d4 x 10 feet if standing on the ground (taking 1d4 points of nonlethal damage per 10 feet), or are battered back 2d6 x 10 feet (taking 2d6 points of nonlethal damage) if flying. Medium creatures are knocked prone by the force of the wind, or if flying are blown back 1d6x10 feet. Large or Huge creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6 x 5 feet. Gargantuan or Colossal creatures can move normally within a *teeth of the wind* effect. In any event, though, *teeth of the wind* can't move a creature beyond the limit of the spell's range.

Regardless of size, all creatures take a –8 penalty on Listen checks and ranged attack rolls for thrown weapons in the spell's area. Ranged weapon attacks in the area are impossible, and siege engines have a –4 penalty on attack rolls.

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly, with a 75% chance to be extinguished as well.

In addition to the effects noted, *teeth of the wind* can do anything that a sudden blast of wind would be expected to do, including fan a large fire, move unsecured objects (treat them as creatures of the appropriate size), heel over a ship, or blow gases or vapors to the edge of its range.

Arcane Material Component: A miniature bellows and a handful of sand or grit.

Telekinetic Puppet

Transmutation

Level: Bard 1, Sorcerer/Wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One unattended object
Duration: Concentration, up to 1 round/level
Saving Throw: None
Spell Resistance: No

You can move any nonmagical inanimate object of 100 lb. or less (size Small or smaller) as though it was a puppet or marionette, though the object's movements are slow and obviously artificial. A rigid object remains rigid, merely waddling where you move it. The object has the same AC, hit points, and hardness as an animated object of the same size (see the *MM)*, but it remains an object. It has effective Strength and Dexterity scores equal to your Intelligence or Charisma score (whichever governs your spellcasting) –2, and while under your control, can use any of an animated object's special attacks appropriate to its form (blind, constrict, or trample). As a standard action, you can move the object up to 10 feet and make a single slam attack at –2, using your attack bonus and the object's effective Strength score, and dealing the same damage as an animated object of its size. As a full-round action, you can make the object move up to 20 feet, though you cannot make it charge.

Alternatively, you can use this spell to help you with a skill check you make to manipulate an object, such as Open Lock, Sleight of Hand, or Use Rope. Doing so requires a standard action and gives you a +4 bonus if you touch the object (+2 otherwise). Note, though, that Open Lock and Sleight of Hand require training, and this spell does not allow you to make untrained skill checks with those skills.

Thievesbane

Abjuration

Level: Sorcerer/Wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: One 10-ft. cube/level (S)
Duration: 2 hours/level (D), see text
Saving Throw: None
Spell Resistance: No

T*hievesbane* creates a warded area in which footfalls, echo and the slightest motion create a visible shimmer and audible creaking. Within the warded area, all Listen and Spot checks get a +2 circumstance bonus, and any creature passing through the area leaves behind a faint trail which grants a +2 bonus on Search or Survival checks to locate or follow its tracks. This effect persists for 2 hours after the creature leaves the warded area or until the spell expires, whichever comes first.

The skill bonuses this spell provides increases by +1 for every three caster levels above 5th, to a maximum of +5 at caster level 15th.

Material Component: A handful of nut shells or dry leaves.

Third Eye

D*ivination*

Level: Bard 3, Sorcerer/Wizard 3
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

This spell activates a spot somewhere on the back of your body that extends your field of vision. While this spell is in effect, you gain a +4 bonus to Search and Spot checks, and you cannot be flanked by most foes. Rogues and other characters with the sneak attack class feature can flank you if their levels in the classes that grant sneak attack are higher than your caster level. If you have the improved uncanny dodge class feature, an attacker's levels in classes that grant sneak attack must be higher than twice your caster level.

While this spell is in effect, you gain a –2 penalty on saving throws against gaze attacks, though you can still avert your eyes to avoid such an attack.

Focus: A hat or pendant adorned with an eyelike bead worn behind your head.

Thought Sphere

Illusion (Glamer)

Level: Bard 1, Sorcerer/Wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: 0 ft.
Target: You or one intelligent creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell allows you or a single creature with an Intelligence score of 3 or higher that you touch to literally think visible thoughts. As a free action, the recipient can display a written message of up to twenty-five words above her head, appearing inside a faintly glowing sphere and visible up to 30 feet away. The recipient can think in any language she knows, and anyone viewing the sphere can read the thought so long as they can read the language the subject uses. The words in the sphere remain until the spell ends, the subject chooses to dismiss it (also a free action), or the message is replaced with another one.

Material Component: A small stylus and wax tablet.

Torchdim

Abjuration

Level: Sorcerer/Wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Haze spreads in 20-ft. radius, 20 ft. high
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

You create a barely visible haze that reduces the radius of illumination from most sources of artificial light. A candle brought into the haze becomes merely a visible spark, illuminating nothing. Other nonmagical light sources illuminate only half their normal radius.

Magical light effects of 3rd level or lower also illuminate half their normal radius (or nothing if their radius is normally 5 feet or less). A *faerie fire* effect provides no illumination inside the haze, but creatures limned in *faerie fire* still lose concealment provided by darkness. Torchdim has no affect on light-based attacks such as *pearl of brilliance.*

Material Component: A shard of dirty glass or bit of thin, black cloth.

Tremor

Evocation [Earth]

Level: Cleric 3, Sorcerer/Wizard 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 40-ft.-radius spread (S)
Duration: 1 round
Saving Throw: Reflex partial; see text
Spell Resistance: No

You create a minor earthquake that can knock creatures down or damage structures or terrain. When the spell strikes, each creature on the ground must make a Reflex save or be thrown to the ground, taking 1d6 points of nonlethal damage. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he tries to cast. The effect lasts for 1 round, during which time creatures must pay double movement costs for every square they move through in the area of effect.

T*remor* also deals damage to structures, caverns, cliffs, and tunnels. If this damage proves sufficient to destroy a structure, it collapses, dealing bludgeoning damage to all creatures and objects within it. The amount of damage depends on the composition of the structure, and in many cases a *tremor* won't collapse a structure unless it was already falling apart.

Tremor

Composition	Example	Damage
Thin wood	Typical dwelling	1d6
Thick wood	Modest commercial building (inn)	2d6
Heavy wood	Frontier fort, multistory dwelling	3d6
Thin stone	Upscale dwelling	4d6
Thick stone	Secure commercial building (bank, warehouse)	5d6
Heavy stone	Castle, mansion	6d6

A successful Reflex save reduces the damage by half. Most structures weak enough to collapse under *tremor* are too flimsy to pose any additional danger, but especially solid or heavy structures can collapse and pin creatures under the rubble if they fail their Reflex saves. Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned creature falls unconscious, it must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Even if a structure or feature survives the effect, the spread might be high enough to reach the ceiling. If so, all creatures and objects within the spread are showered with debris, taking 2d4 points of damage if the structure is wood or 2d6 points of damage if the structure is stone. A Reflex save reduces the damage by half. If the spread does not reach the ceiling, debris can still shake loose from the walls, with all creatures and objects with 10 feet of a wall taking damage as above.

Unmind

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/Wizard 9
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

Unmind disrupts all the recipient's higher mental functions, effectively removing its Intelligence score and reducing it to a state of sheer instinct. The affected creature is unable to use any skill, cast spells, activate magic items, use spell-like abilities, use class features, understand language, or communicate coherently. Extraordinary or supernatural abilities aren't affected, but the creature may not be able to effectively use or control them. The

subject can use weapons it has in its hands or carries on its person at the time the spell takes affect (though it fails to recognize other weapons as such), but it takes a –4 nonproficiency penalty with such weapons whether it normally has proficiency or not. The subject's natural weapons (including unarmed strike) remain unaffected.

While the spell is in effect, the subject remembers who its allies and enemies are, and can follow and even protect them. Likewise, it can attack enemies, though it's limited to simple tactics such as a mindless undead or vermin would use. The subject becomes immune to all mind-affecting and language-dependant effects.

The subject remains in this mindless state until a *heal, limited wish, miracle,* or *wish* spell is used to cancel the *unmind* effect.

Material Component: A padlock.

Unseen Guardian

Divination (Scrying)

Level: Evangelist 2, Paladin 2, Ranger 2, Warpriest 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Magical sensor
Duration: 1 hour/level or until discharged
Saving Throw: None or Fortitude negates
Spell Resistance: Yes

You create an immobile, magical sensor that continually scans the area around it, looking for your enemies. The sensor has low-light vision, darkvision to a range of 30 feet, and the scent ability (see the *MM)* to a range of 30 feet. The sensor can make Spot checks to note hidden or invisible creatures. If the sensor sees or smells any creature that presents a potential threat (from intelligent creatures sneaking up on you to animals which might potentially attack if they stumble upon you by accident), it alerts you mentally provided you are within 120 feet. Each round a hostile creature remains nearby, the warning is repeated.

As a free action, you can look through the sensor and take advantage of its sensory capabilities at any point while the spell is in effect.

Vigilance

A*bjuration*

Level: Cleric 1, Evangelist 1, Paladin 1, Ranger 1, Warpriest 1
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
T**argets** : Up to 1 creature/caster level (maximum 5 creatures), no two of which can be more than 30 feet apart
Duration: 4 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You imbue the recipients with extra awareness of the surroundings and a firm resolve to stay alert, granting a +1 competence bonus on all Listen, Spot, and Sense Motive checks, and +1 morale bonus on saving throws against effects that induce sleep.

Wall of Swords

Evocation [Force]

Level: Cleric 7, Warpriest 6
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Vertical wall of blades 20 ft. long/level, or a ringed wall of blades with a radius of up to 5 ft./2 levels; either form 20 ft. high
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: Yes; see text

You create a mass of ghostly arms wielding swords (all made of force), which have a reach of 15 feet and attack any creatures except you or creatures you touch. Each 5-foot section of the wall attacks independently, so that a vertical wall 300 feet long attacks as 60 separate sections. The wall has an attack bonus equal to your caster level plus your Wisdom bonus, a Strength score of 27 (+8 bonus on attack and damage rolls), and a size modifier of –2 (Huge). If you evoke the wall so that it appears with creatures in range, each wall section makes one attack at a creature it can reach. A hit from the wall deals 1d10+8 points of damage.

When the wall is in place, each section attacks the closest creature, striking once per round during your turn. If two or more creatures are equally close, randomly determine which the wall attacks. The *wall of swords* does not make attacks of opportunity, but a wall section gets additional attacks on anyone trying to push through it. Pushing through the wall requires a successful bull rush, and though the wall cannot be pushed back, an attacker who wins the opposed Strength check can move 5 feet through the wall (assuming she has that much movement remaining in her turn).

Each 5-foot section of the wall is AC 20 (–2 size, +12 natural) and has hit points equal to 60 + your Wisdom score. It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. Destroying a section of the wall produces a gap, but does not affect adjacent sections (which may become able to attack creatures passing through the gap if those creatures are within reach).

It's possible to make attacks through a *wall of swords* without attacking the wall itself, but the wall provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against such attacks. A *wall of swords* does not block line of effect for spells.

Warpwall

A*bjuration*

Level: Sorcerer/Wizard 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Vertical plane up to two 10-ft. squares per caster level, or a hemisphere with a radius of up to 5 ft./level; see text
Duration: 1 round/level
Saving Throw: Will negates; see text
Spell Resistance: Yes; see text

A *warpwall* is a transparent barrier that marks a temporary rift between dimensions, visible as a shimmer or distortion in the air (though it doesn't block vision). A *warpwall* blocks line of effect for spells and deflects unattended objects passing through it, thus providing total cover against ranged attacks. Any creature coming into contact with a *warpwall* (including incorporeal creatures) must make a Will save or be instantly transported 1d6×5 feet in a random direction, ending its turn. If the transportation effect would send a corporeal creature to a location already occupied by a solid body, the creature takes 1d6 points of damage and a new random direction and distance is rolled as above. If this, too,

would place the creature inside a solid body, the creature takes another 1d6 points of damage and ends its turn in its original space.

Incorporeal creatures transported by a *warpwall* can wind up inside solid objects, but not inside other creatures. In the former case, the creature's turn ends and it can move normally through the object during its next turn. In the latter case, roll again as above.

With a successful save, a creature can touch or pass through a *warpwall* with only a slight feeling of disorientation. The squares containing the *warpwall* are difficult terrain (each square moved counts as two squares of movement, with each diagonal counting as three squares). Creatures can make melee attacks through a *warpwall* if they make successful saving throws, but their targets have cover (+4 bonus to AC).

You can cast a *warpwall* in two different shapes, as noted below, but each shape must be continuous and cannot be placed so it passes through any object or barrier. You can place a *warpwall* so it passes through creatures, though, with such creatures making immediate Will saves as though they touched the wall.

- *Vertical Plane*: When you cast this version of the spell, you create a perfectly vertical curtain that covers an area of up to two 10-foot squares per caster level. Though the curtain must always be upright, you can shape it by bending it at right angles every 5 feet, but you must have line of effect to all portions of the curtain when you cast the spell. You can make the curtain twice as long (20 feet) by making it half as high (5 feet).
- *Hemisphere*: This version of the spell allows you to create a dome with a radius of up to 5 feet per caster level, centered on you.

Material Component: A loop of glass twisted into a figure-eight shape.

Water Jet

Evocation [Water]

Level: Druid 2, Sorcerer/Wizard 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: 20 ft.
Area: 20-ft. line
Duration: Instantaneous
Saving Throw: Reflex half, see text
Spell Resistance: Yes

A stream of high-pressure water erupts from your hand, extinguishing nonmagical fires of Medium size or smaller (candles, torches, campfires, and other exposed flames), and dealing 1d6 points of bludgeoning damage per caster level (maximum 5d6). A Reflex save reduces damage by half, but creatures in the jet may be knocked down or pushed back if they fail their saves. A Tiny or smaller creature or unsecured object on the ground is knocked down and rolled (or, if flying, is blown back) to the end of the jet's range. Small creatures or objects are knocked down and rolled 1d4 x 10 feet (2d6 x 10 feet if flying), while Medium creatures are knocked prone by the force of the water or blown back 1d6 x 10 feet if flying. A Large or larger creature suffers no additional effects from a failed save.

Anything rolled along the ground by the jet takes an additional 1d6 points of nonlethal damage per 10 feet moved, while flying creatures pushed back take only 1d6 points of nonlethal damage. A creature or object cannot be moved farther than the end of the jet.

Arcane Material Component: A bulb or bladder filled with water.

Water Shape

Transmutation [Water]

Level: Sorcerer/Wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Willing corporal creature touched
Duration: 2 min./level (D)
Saving Throw: None
Spell Resistance: Yes

The subject and all its gear become semisolid water. Its material armor (including natural armor) becomes worthless, though its size, deflection bonuses, and armor bonuses from force effects still apply. The subject retains all its ability scores and gains a +2 bonus to Strength, as well as gaining damage reduction 5/— and becoming immune to poison and critical hits. It can't attack with weapons but gains a slam attack, dealing damage according to its size:

Water Shape

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

The subject can't cast spells with verbal, somatic, material, or focus components while in water form (though it may be able to cast spells prepared using the Silent Spell, Still Spell, or Eschew Materials feats.) The subject also loses supernatural abilities while in water form, and if it has a touch spell ready to use, that spell is discharged harmlessly when the *water form* spell takes effect.

While in water form, the subject has a land speed of 10 feet (or its original land speed, whichever is less) and can't run, but gains a Swim speed of 20 feet and can breathe water. It can pass through narrow openings or even mere cracks with all it was wearing or holding in its hands, but it can't manipulate objects or activate items (even those carried along with its watery form). Continuously active items remain active, though in some cases their effects may be moot.

Material Component: A bladder filled with a slurry of mud and water or oil.

Waterform

Transmutation [Water]

Level: Druid 9, Sorcerer/Wizard 9
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)

You transmute your body into a mass of solid water, gaining a +2 bonus to your effective Strength and Constitution scores. You gain a swim speed of 50 feet, a +8 bonus on Swim checks, and the ability to breathe both air and water. While the spell lasts, you are not subject to critical hits or flanking, and you gain DR 20/– against physical attacks from creatures with the water subtype. You have complete immunity to any spell with the water descriptor (provided it allows spell resistance), and are immune to acid.

While the spell lasts, your touch automatically quenches nonmagical fires of Medium size or smaller (candles, torches, campfires, and other exposed flames). You can dispel magical fires as a *greater dispel magic* targeted on the fire effect, with a caster level equal to your caster level for the *waterform* spell.

Also while the spell lasts, as a standard action, you can impart the ability to swim and breathe water by touch, granting another creature the same abilities that *waterform* grants you (but only for as long as you touch the creature and for 1d6 rounds thereafter).

Arcane Material Component: A chunk of sponge or a seashell.

Windrazor

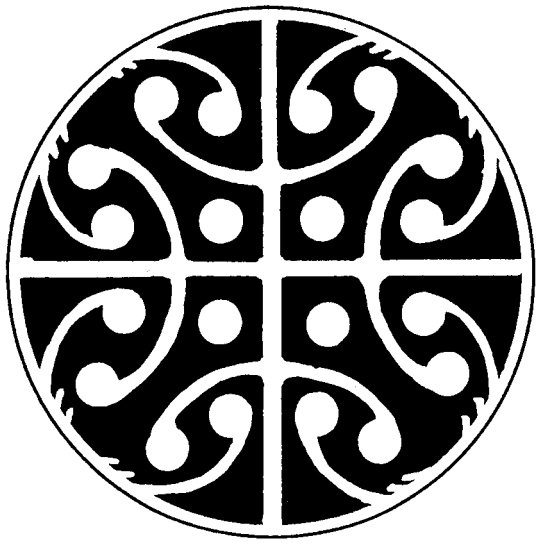
Evocation [Air]

Level: Sorcerer/Wizard 4
Components: V, S
Casting Time: 1 standard action
Range: 0 ft.
Effect: A swordlike shaft of semisolid air
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: Yes

Intense pulses of high-pressure air shoot from your hand to a distance of 3 feet, and can be used as a light weapon to deal piercing, slashing, or bludgeoning damage (at your option) to your foes. Attacks with the *windrazor* are regular melee attacks dealing 2d6 points of damage +1 point per two caster levels (maximum +15) plus your Strength modifier and any other applicable bonuses. The *windrazor* has a threat range of 17–20, deals double damage on a critical hit, and is treated as if you had proficiency with it.

You can make only a single attack with the *windrazor* during the round you cast the spell, but on subsequent rounds you can make multiple attacks with the full attack action if your base attack bonus allows it. During any round when you use the full attack action with the *windrazor,* you can also make an additional attack at your full attack bonus, but all *windrazor* attacks you make suffer a –2 penalty until your next turn.

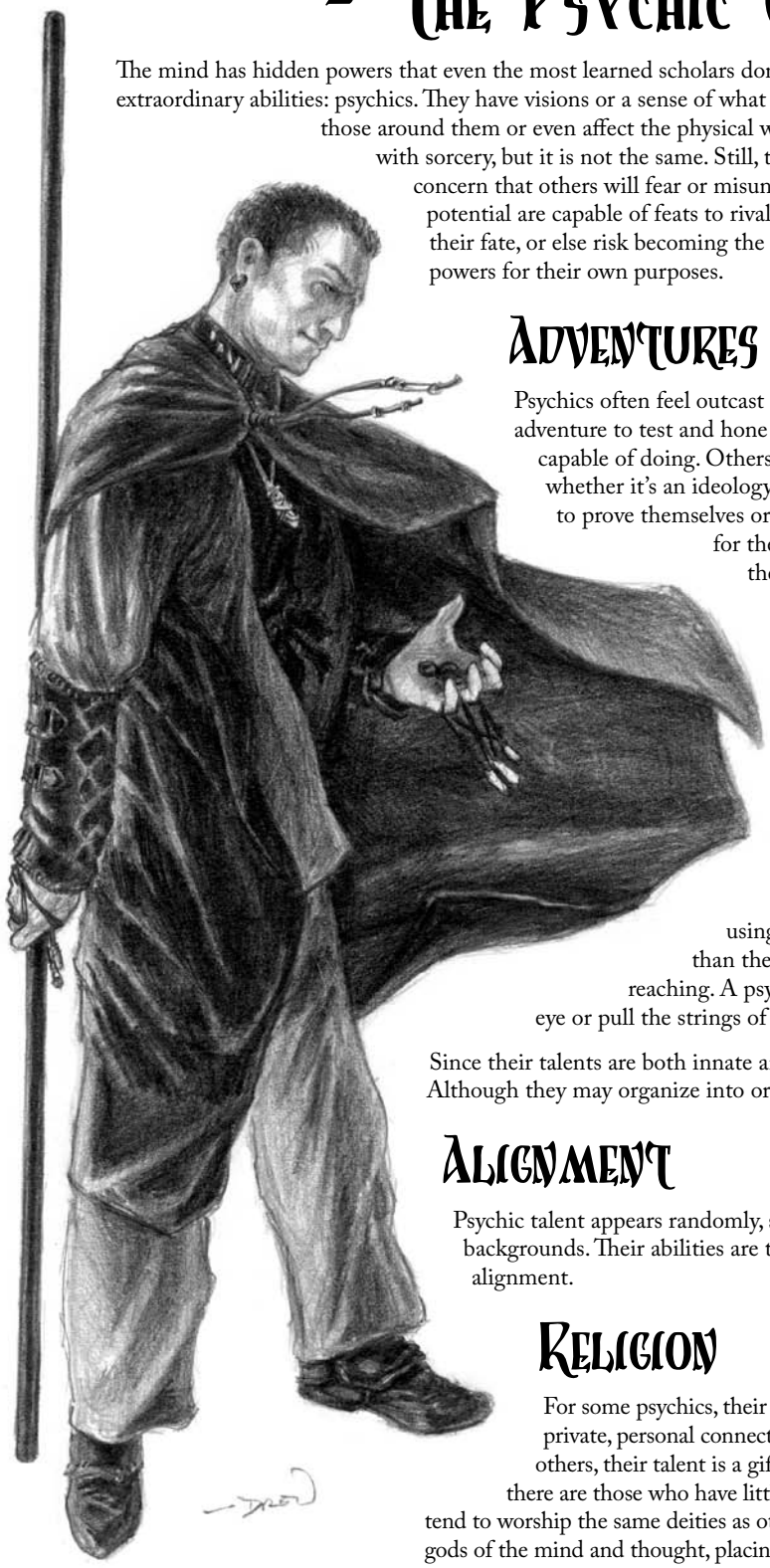
Alternatively, you can use the *windrazor* to slowly cut or drill into an unattended, stationary object. Doing so is a full-round action which automatically hits and deals double damage.



Appendix I: Psychic Powers

In most fantasy settings, psychic abilities, if they exist at all, are usually seen as just an alternate form of magic. This appendix provides a completely independent system for adding psychic abilities to your campaign, abilities that are at once more subtle and wider-reaching than magic, powers with their own applications and limitations that separate them from the spells of clerics and wizards, and even the powers of psions. This material, which derives from Green Ronin's Psychic's Handbook, is suitable for introducing psychic abilities to any campaign. Read on and discover the hidden powers of the mind.

– The Psychic Class –



The mind has hidden powers that even the most learned scholars don't fully understand. There exist people gifted with extraordinary abilities: psychics. They have visions or a sense of what others are thinking. They can influence the minds of those around them or even affect the physical world with their thoughts. Some confuse their power with sorcery, but it is not the same. Still, those who possess such gifts often conceal them, out of concern that others will fear or misunderstand them. Psychics who choose to develop their potential are capable of feats to rival sorcerers and wizards. They can become masters of their fate, or else risk becoming the pawns of those who seek to harness and control their powers for their own purposes.

Adventures

Psychics often feel outcast or separated from ordinary society by their gifts. Some adventure to test and hone their talents, pushing their limits to learn what they're capable of doing. Others use their abilities in the service of a particular cause, whether it's an ideology, a nation, or simple profit. Some psychics are driven to prove themselves or believe they have a responsibility to use their gifts for the benefit of society, and just as many who think that their psychic talents make them better than "mundane" people, allowing them to do with the mundanes as they will.

Characteristics

Psychics have innate mental powers, known as "talents," which can be developed through training and study. While psychic talents aren't generally as broad or powerful as the magic of spellcasters, they tend to be more flexible. Only their talent, their training, and their stamina limit psychics, since using psychic abilities can be draining. While more subtle than the flash and bang of spellcasting, psychic powers are far-reaching. A psychic can cross tremendous distances in the blink of an eye or pull the strings of entire nations from behind the scenes.

Since their talents are both innate and widely varied, psychics tend to be unpredictable. Although they may organize into orders and guilds, they're often independent.

Alignment

Psychic talent appears randomly, so psychics come from all walks of life and backgrounds. Their abilities are the only thing uniting them, so they may be of any alignment.

Religion

For some psychics, their talents are a spiritual experience. They focus on a private, personal connection to an inner spiritual world and understanding. For others, their talent is a gift from the gods, which they use in their service, and there are those who have little or no interest in religion one way or another. Psychics tend to worship the same deities as other folk in the places where they live. They may follow gods of the mind and thought, placing the cerebral above all else, but not always.

Table AP-1: The Psychic

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Psychic Ability, bonus psychic feat
2	+1	+0	+0	+3	Bonus psychic feat
3	+2	+1	+1	+3	
4	+3	+1	+1	+4	Bonus psychic feat
5	+3	+1	+1	+4	
6	+4	+2	+2	+5	
7	+5	+2	+2	+5	Bonus psychic feat
8	+6/+1	+2	+2	+6	
9	+6/+1	+3	+3	+6	
10	+7/+2	+3	+3	+7	Bonus psychic feat
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	
13	+9/+4	+4	+4	+8	Bonus psychic feat
14	+10/+5	+4	+4	+9	
15	+11/+6/+1	+5	+5	+9	
16	+12/+7/+2	+5	+5	+10	
17	+12/+7/+2	+5	+5	+10	Bonus psychic feat
18	+13/+8/+3	+6	+6	+11	
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	Bonus psychic feat

Background

A psychic typically discovers his talents during a time of stress. These may be the changes brought on by adolescence or another trauma in the psychic's life. The newly awakened talent is often confusing and frightening for the psychic, who may hear voices, have visions, experience poltergeist phenomena, or even awaken from a dream to find himself hundreds of miles from home, with no idea of how he got there. Eventually, the psychic learns to control his powers and begins studying and learning how to use them intentionally.

Fortunate psychics encounter others of their kind, who can teach them and help them understand their talents. Most, however, are on their own and have to make do with trial and error.

Races

The potential for psychic talent lies within all intelligent creatures, or so most psychics claim. Psychics of nearly every race exist. Human psychics are the most common, perhaps simply because humans are the most common, or because they're the most adaptable, more given to exploring their innate psychic talents. Elf and half-elf psychics are comparatively rare, perhaps because elves are more given to the study and use of magic. Half-elf psychics often favor their human heritage and most commonly possess the telepathy talent. Taciturn dwarves also rarely become psychics, although the psychometabolism talent seems to come easiest to them. Halfling psychics are perhaps more common than most know, since they tend to keep their abilities to themselves. Psychoportation seems to go hand in hand with halfling wanderlust, and a halfling psychic can often find ways of going places off-limits to others. Gnome psychics are fairly rare, given their innately magical nature, and half-orc psychics are perhaps the rarest of all. The few known usually specialize in the psychometabolism talent.

Other Classes

Psychics have the most in common with sorcerers, although their powers differ and they tend to be suspicious of each other. Spellcasters tend to mistrust psychics in general simply because their powers are foreign to them. Other classes treat psychics much like spellcasters, for good or ill.

Game Rule Information

Psychics have the following game statistics:

Abilities

Mental ability scores (Int, Wis, and Cha) are generally far more important to a psychic than physical abilities. Psychic skills are based on mental abilities, primarily Intelligence and Wisdom. Dexterity provides some additional protection for a lightly armored psychic, and Constitution can aid in Concentration checks and provide additional hit points.

Alignment: Any.
Hit Die: d6.
Starting Gold: 3d4 x 10.

Class Skills

The psychic's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis). Additionally, all psychic skills are class skills. See **Chapter Two** for more information on psychic skills.

Skill Points at 1st Level: (6 + Int modifier) x 4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All the following are features of the psychic class.

Weapon and Armor Proficiency

Focused on the disciplines of the mind, psychics are proficient only with simple weapons. They are not proficient with any type or armor or with shields. Armor does not interfere with the use of psychic skills, but the normal armor check penalties apply to nonpsychic skills such as Climb, Swim, Tumble, and so forth, if the psychic is not proficient in the armor.

Psychic Ability

Psychics begin with the Psychic Ability feat for free.

Bonus Psychic Feats

At 1st, 2nd, 4th, 7th, 10th, 13th, 17th and 20th level, a Psychic gains a bonus psychic feat. These feats are in addition to the character's normal feats based on level. Feats gained by level and the starting bonus feat for human characters need not be psychic feats, although they can be.

Psychic Skills

Psychics focus on the development of their psychic talents by using various psychic skills, described in **Chapter Two**. Just like other characters, psychics must have the appropriate psychic talent feats necessary to learn a particular psychic skill before taking ranks in that skill. All psychic skills are considered class skills for psychics.

Multiclass Psychics

Psychic ability is a talent anyone might have. While some psychics discover their talent early in life and dedicate themselves to developing and mastering it, many others with psychic potential do not pursue it wholeheartedly. These psychics, for various reasons, choose to develop other abilities and follow different paths. Therefore, multiclass psychics are relatively common, although some classes combine better with psychic than others do.

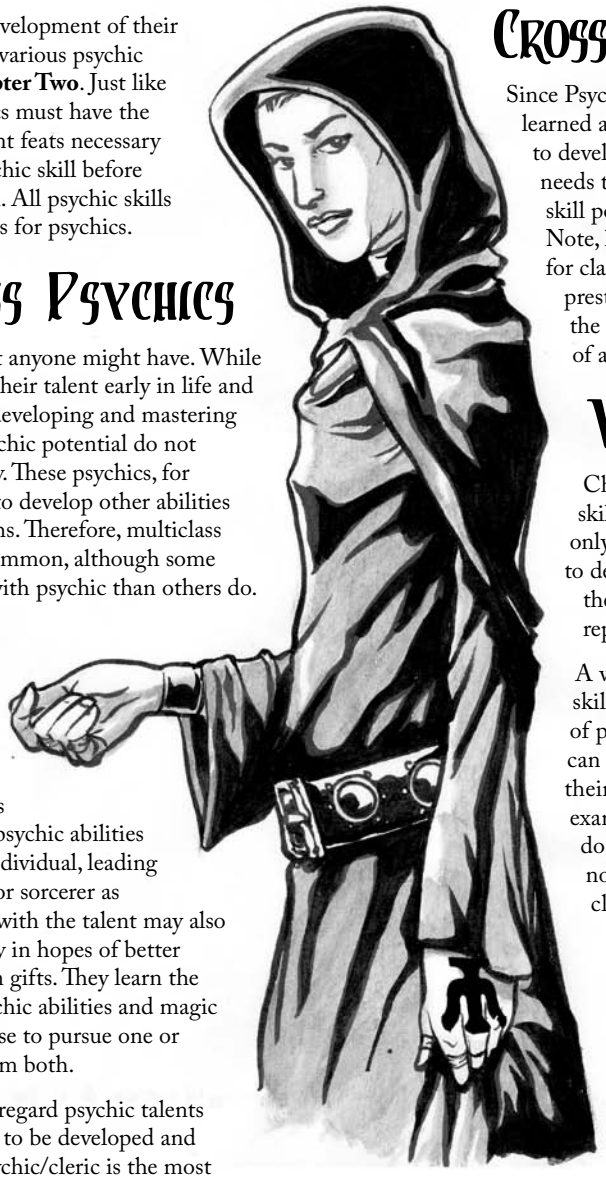
Spellcasting classes, particularly arcane spellcasting classes such as bard, sorcerer, and wizard, combine well with the psychic class. Sometimes a talent for sorcery and psychic abilities are found in the same individual, leading them to become a bard or sorcerer as well as a psychic. Those with the talent may also choose to study wizardry in hopes of better understanding their own gifts. They learn the differences between psychic abilities and magic over time and may choose to pursue one or continue developing them both.

Divine spellcasters may regard psychic talents as gifts from the deities, to be developed and used in their service. Psychic/cleric is the most common combination, although psychic druids who use their gifts to commune with the natural world are known. Psychics who take up a calling as paladins are expected to put aside the pursuit of their psychic talents in favor of their divinely granted powers, and paladins who discover they have psychic talent later in life and choose to pursue it risk falling from grace.

Monks tend to consider psychic talents part of the mental and spiritual mastery that they seek, so Gamemasters may wish to allow monks to freely multiclass as psychics, if their monk class level is always equal to or greater than their psychic class level. Monks who become distracted by the development of their psychic talents can lose the discipline and strict training they require to maintain their status as monks.

Other classes combine freely with psychic, and the talent may show up virtually anywhere. Psychic fighters and rangers have special abilities at their command that can prove a surprise for their opponents. Psychic rogues may be able to influence the minds of others, psychokinetically lift items, or vanish in an instant.

Psychic/barbarian tends to be the rarest multiclass combination, simply because barbarians are often mistrustful of psychic talents and therefore less likely to seek to develop their own. Barbarians are much more likely to be wild talents (see below) than to adopt levels in the psychic class.



Cross-Class Psychics

Since Psychic Ability is a feat and psychic abilities are learned as skills, it is possible for a character of any class to develop a measure of psychic ability. The character needs the necessary psychic feats and can then spend skill points on the psychic skills granted by those feats. Note, however, that psychic skills are cross-class skills for classes other than the psychic (or the various psychic prestige classes below), so cross-class psychics spend the same amount of skill points for half the capability of a similarly trained character of the psychic class.

Wild Talents

Characters of other classes may develop psychic skills. The talent is random and some creatures have only a small measure of psychic ability, not enough to develop as true psychics but sufficient to grant the ability to learn a single psychic skill. This is represented by the Wild Talent feat (page 207).

A wild talent can learn and use a single psychic skill. While they lack the breadth and the potential of psychics, wild talents are more common and they can still be quite formidable, depending on where their talent lies. A wild talent able to Teleport, for example, still has a significant ability. Wild talents do not have levels in the psychic class, so they do not face multiclass penalties for widely different class levels.

Psychics vs Psions

Psychics are similar in some respect to psions from the *Psionics Handbook*. However, there are some significant differences between the two classes, perhaps more depending on how psychic abilities are treated in the campaign.

Psychic talents are based on and work like skills whereas psionic powers are more like spells. A psychic generally has fewer psychic skills than a psion has psionic powers, but a psychic's skills improve over time, whereas a psion's existing powers don't change, the psion simply learns new powers or acquires improved versions of existing ones. Psychic skills are also generally broader than psionic powers, capable of many different tasks or effects.

Psychic skills are often situational, with their effects determined by the character's skill rank, the result of the skill check, and the conditions under which the skill is used. Psionic powers tend to be more dependable and predictable, having the same effect every time they are used. An individual psionic power may have some variability to it, but its overall effects are always the same. Psychic skills can vary greatly in both difficulty and effect depending on how they're used and how skilled the psychic is in their use.

Psionic powers have certain visual, auditory, and other noticeable effects associated with their use. Psychic powers, by contrast, tend to be quite subtle, virtually invisible, and undetectable except to characters with the appropriate psychic senses.

Perhaps most importantly, psions have a pool of power points they draw upon to fuel their psionic powers. Psychic skills are tiring to use and cause strain to the user in the form of nonlethal damage. A psion with no power points remaining cannot use any psionic powers but is otherwise unaffected. A psychic with too much nonlethal damage is severely fatigued or unconscious. This generally means that psychic skills are more of a strain on the user than psionic powers.

Gamemasters who want to change any of these assumptions should consult **Customizing Psychic Abilities** for ways to modify psychic skills to make them more or less like psionic powers and spells.

- Psychic Skills -

This chapter looks at how some existing skills apply to psychics and psychic abilities. It also describes a new type of skill, the psychic skill, which represents training in a particular psychic talent. Descriptions of various psychic skills and their game effects are provided.

Existing Skills

Some existing skills described in the *PHB* have particular applications when dealing with psychics and their abilities. They are described here.

Bluff

You can make a Bluff check against a target's Sense Motive check to trick a target into consciously thinking about some piece of information, lowering the DC of the Mind Reading check to get the information, usually by at least 5. The character making the Bluff check doesn't need to be the same character making the Mind Reading check; two characters can work together in this. Generally, this tactic is only effective for a particular fact or piece of information, such as a password, location, name, and so forth. Detailed and specific information requires a more extensive use of Mind Reading.

Concentration

Concentration checks are required whenever distractions—such as pain or injury—may keep a character from using or maintaining a psychic skill. Concentration checks are also required to use psychic skills on the defensive (so as not to provoke attacks of opportunity).

Knowledge (psychic)

The Knowledge (psychic) skill covers understanding of psychic talents and the various skills based on them, how they are developed and used. It includes various theories of how psychic abilities work, which may be accurate, depending on how well understood psychic talents are in the campaign world.

Sense Motive

In addition to its normal uses, characters can use Sense Motive to determine if someone is under the influence of a mind-affecting psychic skill, even if the person isn't aware of it himself. This requires a DC 25 Sense Motive check, with no retry.

Psychic Skills

Psychic skills differ from the ordinary skills most characters have in that they reflect training in the use of innate psychic talents. Characters without the appropriate psychic talent feat or feats cannot learn or use psychic skills. Psychic skills work much like ordinary skills but there are additional parameters, particularly the distance at which the skill operates, how targets resist the skill's effects, and the mental effort required to use a psychic skill versus an ordinary skill. The differences in using psychic skills are discussed below.

Class and Cross-Class Skills

Psychic skills are class skills only for members of the psychic class and certain prestige classes. For characters of all other classes, they are cross-class skills. Possessing the proper psychic talent feats does not allow characters to learn psychic skills as class skills. Psychic talent feats only permit the learning of psychic skills. The character's class determines whether they are class skills.

Skill Checks

Characters make skill checks with psychic skills just as they do with ordinary skills unless noted otherwise in the skill description.

Psychic skills often have multiple uses. Some psychic skills are "all or nothing," a simple skill check against a DC decides whether the skill succeeds or fails. Other psychic skills have different levels of success determined by the results of the skill check. Some psychic skills even succeed automatically, with the skill's rank determining its effects.

Action

Using a psychic skill takes a particular amount of time, given in the skill's description. Most psychic skills require a standard or move action in combat. Others require a full-round action or more. Psychic skills are subject to the normal rules regarding actions.

Familiarity

An important factor in psychic skill use is how familiar the subject of the skill is to the psychic. Psychic abilities are generally more effective on or against subjects with which the user is well acquainted. In psychic skill descriptions that mention a familiarity

Table AP-2: Familiarity Modifiers

Familiarity	DC Modifier	Strain	Definition
Present	+0	0	Visible to the naked eye or in physical or mental contact with the psychic.
Intimately Familiar	+5	1	Visible on live video, seen or sensed using another psychic skill, a close friend or relative, an item made by the psychic or owned and used for at least a year, a place where the psychic spent at least a year's time.
Familiar	+10	2	A person, place, or item the psychic has been acquainted with for at least three months, a casual friend.
Somewhat Familiar	+15	3	A person, place, or item the psychic has been acquainted with for at least a week. A familiar or better subject shown to the psychic telepathically.
Casually Familiar	+20	4	A person, place, or thing the psychic has been acquainted with only briefly. A somewhat familiar subject shown to the psychic telepathically.
Slightly Familiar	+25	5	A subject that the psychic has only seen briefly or had described in detail.
Unfamiliar	—	—	A subject totally unfamiliar and unknown to the psychic and out of the psychic's line of sight or physical contact. Psychic skills cannot be used on unfamiliar subjects.

Table AP-3: Mass Modifiers

Mass	DC Modifier	Strain
Up to 10 lb.	+0	1
Up to 100 lb.	+5	2
Up to 1,000 lb.	+10	4
Up to 10,000 lb. (5 tons)	+15	8
Up to 100,000 lb. (50 tons)	+20	16
Up to 1,000,000 lb. (500 tons)	+25	32
Up to 10,000,000 lb. (5,000 tons)	+30	64

modifier, determine the relationship between the psychic and the target of the skill on **Table AP–2** and apply the appropriate familiarity modifier to the DC of the skill check. Add the strain for the target's familiarity to the normal strain for the skill. So, using a psychic skill on a somewhat familiar target increases the DC by 15 and the strain for using the skill by 3.

Mass

Some psychic skills (notably psychokinetic and psychoportation skills) affect solid objects and creatures. The DC of these skills and the strain suffered by the user is often modified by the mass of the target. When a psychic skill description calls for a mass modifier, find the target's mass on **Table AP–3** and apply the listed modifier to the DC and the strain caused by the psychic skill. So using a psychic skill to affect a mass between 101 and 1,000 pounds has a +10 modifier to DC and causes an additional 4 points of strain.

Attacks of Opportunity

Using a skill that requires a standard action or full-round action generally provokes an attack of opportunity, and psychic skills are no different. However, character do have the option of using their psychic skills on the defensive, much like spellcasters may cast spells. The character makes a Concentration check with a DC of 15 or the DC of the psychic skill check, whichever is greater.

If the check succeeds, the psychic does not provoke an attack of opportunity for using that skill. If the Concentration check fails, then the psychic skill check automatically fails, although the character still suffers the strain damage. Characters with the Combat Concentration feat (page 201) get a +4 bonus on the Concentration check to use a psychic skill on the defensive.

Psychic skills that can be used as free or move actions do not provoke attacks of opportunity.

Range

Psychic abilities transcend space (and often time) as we understand it. Many psychic skills have effectively unlimited range: they can affect targets anywhere in the world, or even anywhere in the universe (on the same plane of existence).

However, using psychic skills against targets out of sight and unfamiliar to the user is more difficult, effectively limiting their use to somewhat familiar targets or things in the user's line of sight (see **Familiarity** on page 183).

Specific limitations on the range of a psychic skill are noted in the skill's description.

Mental Contact

Some psychic skills refer to the psychic being in "mental contact" with the subject. This involves the use of the Mental Contact skill, allowing the psychic to "touch" another character's mind. Subjects in mental contact are considered "present" to the psychic in terms of familiarity regardless of the physical distance between them.

Mental contact does not count as line of sight for psychic skills that specifically require it. For example, most psychokinesis skills require line of sight and can't be used through mental contact.

Multiple Targets

Although it is easiest to use a psychic skill on a single subject at a time, a character can attempt to affect multiple targets with the same psychic skill at once: telekinetically lifting multiple objects, making mental contact with multiple minds, and so forth. This requires time, skill, and effort to achieve.

A character attempting to use a psychic skill on more than one target at once increases the skill's DC and the amount of strain the skill causes by +2 for every additional target. So affecting three targets at once is +4 DC and +4 strain for the two additional targets. If the psychic skill does not require a check, then the skill's saving throw DC is reduced by 2 per additional target.

Additionally, the skill requires a full-round action to use. If the skill normally requires a full-round action or more, then it requires an additional full-round action to use.

The various targets must all be within range of the skill. If the skill requires mental contact, then the user must be in mental contact with all the targets. The Gamemaster has the final say on whether a psychic skill can affect more than one target at a time.

Maintaining Psychic Skills

Some psychic skills can be maintained; that is, their effect can be continued at the same level achieved by the initial skill check. This requires a modicum of concentration on the part of the character. A psychic maintaining one or more psychic skills who is distracted must make a Concentration check with a base DC of 10, +2 per skill the character is maintaining beyond the first. Additional modifiers may apply for damage and other distracting conditions (see the Concentration skill description for details). A failed Concentration check means that the character stops maintaining all psychic skills and their effects end. Optionally, the Gamemaster may rule that the psychic stops maintaining one psychic skill for every two points the Concentration check failed by (rounding up).

Using another psychic skill (or another application of the same skill) while maintaining one or more psychic skills increases the DC of the psychic skill check by +2, but does not affect the skill's strain or saving throw DC, unlike affecting multiple target's at once.

Saving Throws

Psychic skills that affect other creatures allow a saving throw to negate or reduce their effects. This is generally a Will saving throw, and the DC of the save is equal to 10, plus half the psychic's ranks in the psychic skill (rounded up), plus the skill's key ability score modifier. So a psychic with 7 ranks in Domination and Cha 16 has a DC of 17 for targets to resist: a base of 10, plus 4 for the skill ranks (7 divided by 2 = 3.5, rounded up to 4), plus 3 for the psychic's Charisma modifier. All psychic skills follow this method of determining their saving throw DCs unless noted otherwise.

Strain

Using psychic skills is particularly taxing. Each use of a psychic skill deals a particular amount of nonlethal damage on the user, known as strain. If a psychic's total nonlethal damage exceeds the character's current hit points then the psychic becomes unconscious. Nonlethal damage caused by using psychic skills heals normally (1 point per character level per hour).

If the strain from using a psychic skill causes the user to become unconscious, then the skill effect still happens, but cannot be maintained. So a psychic can, for example, teleport or make a psychic attack before becoming unconscious, but a psychic who establishes a skill such as Domination or Mind Reading, then becomes unconscious due to nonlethal damage, cannot maintain the effects of the skill, which lapse.

The strain of some psychic skill use is determined by circumstances. Certain feats may also affect the amount of strain caused by using psychic skills. The psychic takes the strain regardless of whether the psychic skill check is successful, and the damage happens each time a skill is retried as well.

Psychic Skill Descriptions

The psychic skill descriptions in this section follow the standard format for skill descriptions, with a few modifications. The Requirements entry shows the psychic feat(s) required to learn the skill. A few psychic skills may be used untrained, meaning any character with the appropriate feat can attempt the skill, even with 0 ranks in it. This is noted following the required feat. Otherwise, psychic skills cannot be used untrained. Each skill description ends with the time it takes to use the skill and a listing of the nonlethal damage caused by using the skill. In some cases, this varies depending on the conditions when the skill is used.

Adaptation (Wis)

You can adapt your body to survive in hostile environments.

Reqirements: Psychometabolism feat

Check: Whenever you are required to make a Fortitude save or Constitution check to resist the effects of the environment, you can make an Adaptation check instead, using your psychic ability to improve your ability to withstand different environments. Note that Adaptation does not help you against anything that requires a Reflex saving throw or anything other than an environmental condition. It does not, for example, protect against falling damage or catching on fire (both of which require Reflex saves).

Special: You can't take 10 or take 20 on Adaptation checks.

Time: Adaptation is a free action.

Strain: 1 per check.

Apport (Int)

You can teleport objects or creatures to other locations.

Requirements: Psychoportation feat

Check: You can teleport a target as a standard action. Distance is not a factor. The base DC is 10, modified by the object's mass, its familiarity to you, and the familiarity of the destination. For example, apporting a 10-pound object (DC +0) that is in your line of sight (DC +0) to a destination in your line of sight (DC +0), such as apporting an opponent's weapon into your hand, is DC 10. Apporting the same object in your line of sight to a somewhat familiar destination (DC +15) is DC 25. If the object is out of your line of sight and only somewhat familiar, the DC is increased to 40, and so forth. Generally, the DC of apporting an adult human is +10 for mass, plus familiarity modifiers. Unwilling creatures get a Reflex saving throw to resist apportation of themselves or any object they are wearing, carrying, or holding. A successful save means there is no effect. You must apport an entire object, not simply part of it, although unattached materials may be left behind. For example, you can apport a rope or pair of manacles without affecting the creature bound by them. Targets cannot be apported inside other solid objects: attempts to do so simply fail, although the Gamemaster may permit the apported target to appear in the nearest open space to the desired destination.

Special: You can take 10 on an Apport check, but you can't take 20.

Time: Apport is a standard action.

Strain: 1 plus familiarity and mass modifiers.

Blink Teleport (None)

You can teleport rapidly to avoid attacks.

Requirements: Psychoportation feat

Check: None. You can rapidly "blink" in and out of an area, appearing and disappearing from reality. Attacks have a 50% miss chance against you while you are blinking and you suffer only half damage from area attacks. You strike as an invisible creature, with a +2 attack bonus and deny your target his Dexterity bonus to AC.

Time: Blink Teleport is a move action. You can blink for a number of rounds equal to half your Blink Teleport ranks (rounded up). To continue blinking, take an additional move action and pay the strain cost for the skill again.

Strain: 3.

Body Control (Wis)

You have mental control over your body.

Requirements: Psychometabolism feat; can be used untrained

Check: You can make a Body Control check for a number of different tasks, described below.

Body Control

Task	DC
Sleep normally despite distractions	5
Sleep normally despite difficult distractions	10
Slow breathing to half normal rate	10
Ignore pain or injury	10+ damage dealt
Body awareness	15
Speed recovery	15
Slow breathing to one-quarter normal rate	15
Feign death and delay poison	20
Overcome disease	Disease's DC
Overcome poison	Poison's DC

- **Sleeping:** A successful Body Control check allows you to sleep in difficult conditions, including bad weather, noise, buzzing insects, and so forth.
- **Slow Breathing:** You can deliberately slow your rate of breathing so that you consume less air, vital in situations where there is only a limited amount of breathable air available.
- **Ignore Pain:** You can ignore the effects of pain or injury while awake or asleep. If you choose, nothing can wake you, as long as you make a successful Body Control check.
- **Body Awareness:** Conversely, you can become very aware of your body while asleep or concentrating. This allows you to sense if you are touched or moved in any way while using Remote Viewing, for example. If you are damaged, subtract the amount of damage dealt from the DC of the Body Control check.
- **Speed Recovery:** You can speed your natural recovery process, regaining hit points at twice the normal rate (or level x 2 hp per day's rest).
- **Feign Death:** By exerting supreme control over your body, you can enter a deep trance almost indistinguishable from death. A Spot check with a DC equal to your Body Control check is required to determine that you are still alive. Effects that detect life still work normally on you. While in this state, you also suspend the effects of any disease or poison in your system for as long as you remain in the trance.
- **Overcome Disease or Poison:** By concentrating for a full round, you can substitute your Body Control skill check for your Fortitude saving throw against a disease or poison in your system. This usually means you can only use Body Control against the secondary effects of a disease or poison, unless it is slow acting and you are warned soon enough to use Body Control to resist the initial effects (in the GM's judgment).

Special: You can take 10 on Body Control checks, but you can't take 20.

Time: Body Control is a full-round action. The effects last as long as you concentrate.

Strain: DC divided by 5.

Combat Sense (Wis)

You can improve your ability in combat by sensing the flow of events around you.

Requirements: Clairsentience feat

Check: A Combat Sense check grants you a psychic bonus on attack rolls as shown on the table below. You can select a bonus that's less than the result you achieve to reduce the strain cost.

Combat Sense

Result	Bonus on Attack
Up to 4	+1
5–14	+2
15–24	+3
25–34	+4
35+	+5

Special: You can take 10 when making a Combat Sense check, but you can't take 20.

Time: Activating Combat Sense is a move action. The bonus lasts for 10 rounds (1 minute).

Strain: 2 plus the amount of the bonus.

Cryokinesis (Int)

You can freeze things with the power of your mind.

Requirements: Psychokinesis feat

Check: You can lower the temperature of an area about a foot across, enough to deal cold damage, with a DC 15 Cryokinesis check. A targeted creature must make a Fortitude saving throw against your skill DC to avoid taking 1d6 cold damage. Protective clothing has no effect. You can freeze roughly a gallon of water into solid ice in a round. For every 2 points that you exceed the DC, you affect an additional cubic foot (or gallon of liquid) and add +1 point to your cold damage. You can also decrease the size and damage potential of a fire by 1 point (and 1 square foot) for every two points your skill check exceeds DC 10. A fire reduced to a damage potential of 0 or less goes out permanently (this requires a skill check of 22 for a normal 1 sq. ft. flame). Otherwise, the reduction in the fire lasts only as long as you concentrate.

Special: You can take 10 on Cryokinesis checks, but you can't take 20.

Time: Cryokinesis is a standard action.

Strain: 3.

Dimensional Phase (None)

You can shift your body out of phase with the Material Plane.

Requirements: Psychoportation feat

Check: None. You can become ethereal at will, shifting "out of phase" with the material world. While ethereal you are invisible, incorporeal, and capable of moving in any direction, even up or down, unaffected by gravity. As an incorporeal creature, you can move through solid objects, including living creatures. You can see and hear the material world, but everything looks gray and insubstantial. Sight and hearing into the material world are limited to 60 feet. Psychic skills can affect you, and your own psychic skills can affect the material world, but with a +10 to the DC either way (or a +10 bonus on saving throws for psychic skills that do not require checks). An ethereal creature cannot attack material creatures. You can affect other ethereal objects and creatures as if they were material.

If the skill's duration ends and you are inside a material object, you are shunted to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Time: Dimensional Phase is a move action. You remain ethereal for a number of rounds equal to half your skill rank (round up).

Strain: 5.

Dimensional Shift (Int)

You can psychically transport from one dimension to another.

Requirements: Dimensional Shift feat

Check: You can make a Dimensional Shift check to move yourself to another plane of existence or alternate dimension. The base DC is 10, modified by familiarity and any additional mass that you carry with you, including other creatures, which must be in physical contact with you or each other. Generally, alternate dimensions are considered only slightly familiar unless you have visited them before (perhaps with the guidance of a native or another psychic). You can also acquire knowledge of other dimensions telepathically from other creatures or by using psychometry on an object or creature from that dimension;

the dimension is then considered somewhat familiar. If you choose to visit a random dimension the familiarity modifier is only +5, but this is quite dangerous since there's no way of knowing the conditions of your destination. Of course, once you have visited a dimension, you can become more familiar with it.

Special: You can take 10 or take 20 on a Dimensional Shift check.

Time: Dimensional Shift is a full-round action.

Strain: 10.

Domination (Cha)

You can mentally control another creature's actions.

Requirements: Telepathy feat

Check: None. The target makes a Will saving throw against your skill DC. If the save fails, you control the creature's actions. You can force the subject to perform any action you wish, within the limits of his abilities. You're aware of what the subject is experiencing via your mental link, but you do not receive direct sensory impressions from him. Subjects forced to take actions against their nature receive a new saving throw with a bonus of +1 to +4, depending on the nature of action.

Special: You must be in mental contact with the subject. You can take 10 on a Domination check, but you can't take 20.

Time: Domination is a standard action. It lasts as long as you concentrate.

Strain: 6.

Drain Ability (Wis)

You can reduce one of a target's ability scores.

Requirements: Psychometabolism feat

Check: You can make a Drain Ability check to reduce the ability of a creature. You must be touching or in mental contact with the target. Each ability score requires a different Drain Ability skill, which is learned and used separately. So there is Drain Strength, Drain Dexterity, and so forth. The result of your skill check determines amount of temporary ability damage the target suffers. A successful Will saving throw negates the effect. You can select ability damage that's less than the result you achieve to reduce the strain cost.

Domination

Result	Ability Damage	Strain
10–14	1d4	2
15–24	1d6	4
25–34	1d8	6
35+	2d6	8

Special: You can't take 10 or take 20 on a Drain Ability check.

Time: Drain Ability is a standard action.

Strain: See above.

Drain Emotion (Cha)

You can drain intense emotion, calming those around you.

Requirements: Telepathy feat

Check: None. The target creature must make a Will saving throw or be drained of all extremes of emotion. The creature is calm and incapable of taking violent action (although it can defend itself) or doing anything else destructive. Any aggressive action or life-threatening damage against the subject breaks the effect. Drain emotion can be used to end a barbarian's rage (though the barbarian does benefit from the +2 morale bonus on his save). This skill also suppresses (but does not dispel) mind-affecting abilities that rely on emotion, such as Empathic Projection. While the Drain Emotion skill lasts, the suppressed ability has no effect. You can maintain Drain Emotion by concentrating. It lasts for 1 round per skill rank after concentration lapses. A successful save means the creature acts normally.

Special: You must be in mental contact with the target.

Time: Drain Emotion is a standard action. It lasts for 1 round per skill rank.

Strain: 2.

Drain Power (Wis)

You can reduce a target's psychic skill ranks.

Requirements: Psychometabolism feat

Check: You can make a Drain Power check to reduce a single psychic skill rank of a creature in your line of sight or mental contact. You choose the psychic skill affected when the check is made. If the creature has no ranks in that skill, it is unaffected. Otherwise, it makes a Will saving throw. Success negates the effect. Failure means the creature suffers damage to the skill rank based on the result of your Drain Power check. You can select Skill Ranks Lost less than the result you achieve to reduce the strain cost.

Drain Power

Result	Skill Ranks Lost	Strain
10–14	1d6	2
15–24	1d8	4
25–34	2d6	6
35+	2d8	8

The subject functions at the reduced level of skill. A character is considered untrained in a skill reduced to rank 0. If the character no longer meets prerequisites due to reduced skill rank, certain feats or other abilities may be inaccessible. Lost skill ranks recover at the rate of 1 per hour.

Special: You can take 10 on Drain Power checks, but you can't take 20.

Time: Drain power is a standard action.

Strain: See above.

Drain Vitality (Wis)

You can drain the energy of others to enhance your own.

Requirements: Psychometabolism feat

Check: You can drain vital energy from a living creature in your line of sight, dealing nonlethal damage to them. Your Drain Vitality rank sets the damage: 1d6, plus 1d6 per 5 skill ranks. A successful Will saving throw negates the damage. You reduce your own current nonlethal damage by an amount equal to the nonlethal damage you deal using this skill. Once your nonlethal damage is reduced to 0, you do not gain any further points from Drain Vitality, although its targets still suffer the normal nonlethal damage.

Special: You can take 10 on a Drain Vitality check, but you can't take 20.

Time: Drain Vitality is a standard action.

Strain: 2 (which can be recovered from points gained using this skill).

Dreamwalk (Wis)

You can enter another creature's dreams. For additional information on dreaming, see the *Shaman's Handbook*.

Requirements: Telepathy feat

Check: You can psychically enter the dream world by making a successful skill check (DC 15). You can enter the dreamscape of another person, which counts as being in mental contact with them for the purposes of using other psychic skills (and for a Psychic Shield blocking you). In the dream world, you have your normal abilities, but your Dreamwalk skill allows you to influence things and events there.

Dreamwalk

DC	Task
5	Realize that you are asleep and dreaming
10	Wake up from a dream or nightmare
15	Change an aspect of your dreamscape
15	Move from one dreamscape to another
20	Change your dream-self's appearance
20	Change an aspect of another's dreamscape

Changing a dreamscape allows you to alter features of the setting such as terrain, weather, lighting, and so forth, but it cannot be used to cause harm (although it can make an otherwise pleasant dream into a nightmare). When you attempt to change someone else's dreamscape, the subject can make a Wisdom or Dreamwalk check to resist the change; you must beat a DC of 20 or the check result, whichever is higher, to affect the dreamscape. You can change your appearance in the dream world as if using an *alter self* spell with an unlimited duration. Imitating a specific individual's appearance requires a Disguise check, but a successful Dreamwalk check (DC 20) provides a +10 synergy bonus on the Disguise check.

Special: You can take 10 or take 20 on Dreamwalk checks.

Time: Entering the dream world is a full-round action. Uses of Dreamwalk within the dream world are move actions. Once you have entered the dream world, you remain until you choose to awaken.

Strain: 2 to enter the dream world, none within the dream world, although use of other psychic skills has its normal strain cost.

Empathy (Wis)

You can sense the emotional states of other creatures.

Requirements: Telepathy feat, can be used untrained

Check: An Empathy check allows you to determine the emotional state of the subject. The target gets to make a Will save to resist your attempt. Whether you succeed or fail, the subject does not know that you are reading his emotions. If the target's save fails, you get a general idea of his emotions and mood. This grants you a psychic bonus on the next skill check you make against the subject within the next 10 rounds (1 minute) using any of the following interaction skills: Bluff, Diplomacy, Handle Animal, Intimidate, Perform, or Sense Motive.

Empathy

Result	Bonus on Interaction Skills
Up to 4	+1
5–14	+2
15–24	+3
25–34	+4
35+	+5

Retry: You can only use Empathy on a subject once during the same encounter or scene.

Special: You can take 10 when making an Empathy check, but you can't take 20.

Time: Empathy is a free action. The bonus lasts 10 rounds (1 minute) or until you make an interaction skill check against the target.

Strain: 1.

Empathic Projection (Cha)

You can impose emotional states on others.

Requirements: Telepathy feat

Check: None. The target makes a Will saving throw against your skill DC. You can impose any of the following emotional states on the subject:

- **Despair:** The creature suffers a –2 morale penalty on saving throws, attack and damage rolls, and ability and skill checks. Despair dispels the effects of hope.
- **Fear:** The creature flees from the object of its fear (chosen by you). Fear dispels the effects of rage.
- **Friendship:** The creature's attitude shifts toward the next more positive reaction (hostile to unfriendly, unfriendly to indifferent, etc.). Creatures involved in combat continue to fight back normally, however. Friendship dispels the effects of hatred.
- **Hatred:** The creature's attitude shifts toward the next more negative reaction (indifferent to unfriendly, unfriendly to hostile, etc.). Hatred dispels the effects of friendship.
- **Hope:** The creature gains a +2 morale bonus on saving throws, attack and damage rolls, and ability and skill checks. Hope dispels the effects of despair.
- **Rage:** The creature gains a +2 bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a –1 penalty to AC. They are compelled to fight, heedless of danger. Rage does not stack with barbarian rage or with itself. Rage dispels the effects of fear.

Time: Empathic Projection is a standard action. It lasts as long as you concentrate.

Strain: 3.

Enhance Ability (Wis)

You can improve your Strength or Dexterity for a short time.

Requirements: Psychometabolism feat

Check: An Enhance Ability check adds a psychic bonus to either your Strength or Dexterity for 1 minute (10 rounds). The result of the skill check indicates the amount of the bonus. If desired, you can split the bonus equally between your Strength and Dexterity.

Enhance Ability

DC	Bonus
15	+2
20	+4
25	+6
30	+8
35	+10

Special: You can take 10 or take 20 when making an Enhance Ability check.

Time: Enhance Ability is a standard action. The bonus lasts for 10 rounds (1 minute). If you take 20 when making this check, you spend 2 minutes and take 40 strain to attain the best result.

Strain: 3.

Enhance Senses (Wis)

You can enhance your normal sensory abilities.

Requirements: Clairsentience or Psychometabolism feats

Check: An Enhance Senses check adds a psychic bonus on your Listen, Search, Sense Motive, and Spot checks. It also adds to skill checks made to find or follow tracks. The result of the skill check indicates the amount of the bonus.

Enhance Senses

DC	Bonus
10	+2
15	+4
20	+6
25	+8
30	+10
35	+12

Special: You can take 10 or take 20 when making an Enhance Senses check.

Time: Enhance Senses is a move action. The bonus lasts for 10 minutes. If you take 20 when making this check, you spend 2 minutes and take 40 strain to attain the best result.

Strain: 3.

Illusion (Cha)

You can fool the senses of other creatures, creating illusions.

Requirements: Telepathy feat

Check: Make an Illusion check with a DC based on the complexity of the illusion. If successful, the illusion appears to the subject. The illusion exists solely in the subject's mind, so it can be of any apparent size. Creating the illusion of something small is just as easy as creating the illusion of something huge.

Illusion

Complexity	DC
Illusion affects a single sense	10
Illusion affects two senses	15
Illusion affects all senses	20
Simple (random noise, static image, etc.)	+0
Complex (coherent sound, moving images, etc.)	+5
Very Complex (multiple overlapping sounds or images)	+10

Since the illusion isn't real, it cannot produce any real effects. It cannot cause damage, support weight, provide nutrition, illuminate darkness, or provide protection from the elements. Thus, characters fall through an illusory bridge or floor if they try to walk on it, and although they can appear to eat (and taste) illusory food, it has no nutritional value. Characters encountering an illusion do not get a saving throw against it until they study it carefully or interact with it in some fashion. For example, if characters encounter a section of illusory floor, they would receive a saving throw if they stopped and examined the floor, poked at it, and so forth. Likewise, if an illusory giant attacks the characters, they get a saving throw because they are interacting with the illusion.

A successful saving throw against an illusion reveals it to be false, but a translucent after-image remains. For example, a character making a successful saving throw against an illusory section of floor knows the floor isn't real and isn't safe to walk on, and can see what lies below it, but he can still note where the illusion is.

A failed Will saving throw means the character fails to notice anything is amiss. A character faced with incontrovertible proof that an illusion isn't real needs no saving throw. Someone who falls through an illusory floor

knows something is amiss. A character who communicates this information to others gives them a +4 bonus on saving throws against the illusion.

Retry: No. You can attempt to affect the same character after time has passed, but not in the same encounter or scene.

Special: You can take 10 when making an Illusion check, but you can't take 20. You must be in mental contact with a target to use Illusion.

Time: Illusion is a full-round action. You must concentrate to maintain an illusion.

Strain: DC divided by 5.

Life Drain (Wis)

You can drain the life force of others to strengthen your own.

Requirements: Psychometabolism feat

Check: Your Life Drain check sets the damage and saving throw DC. A successful Will saving throw negates the damage. You gain temporary hit points equal to the amount of damage you deal using this skill. The temporary hit points fade after an hour.

Life Drain

Result	Damage
up to 14	1d4
15–24	2d4
25–34	3d4
35+	4d4

Special: You can't take 10 or take 20 on Life Drain checks. You must be touching or in mental contact with the target.

Time: Life Drain is a standard action.

Strain: 6.

Life Extension (Wis)

You can extend your natural lifespan and ignore the physical effects of aging.

Requirements: Psychometabolism feat

Check: Each month you can make a Life Extension check (DC 20). If successful, you do not physically age for that month. If the check fails, you age normally. Keep separate track of your chronological and physical age. Ability score bonuses accumulate according to your chronological age, but ability score penalties accumulate according to your physical age, and your lifespan is measured by your physical rather than chronological age.

Special: You cannot take 10 or take 20 on Life Extension checks.

Time: None.

Strain: 4.

Mental Contact (Cha)

You can make telepathic contact with another mind.

Requirements: Telepathy feat, can be used untrained.

Check: You can make psychic contact with another mind. The base DC is 10, modified by familiarity. If the subject has a Psychic Shield, you have to make a Mental Contact check to overcome it. An unwilling subject gets a Will saving throw to avoid contact. If the save is successful, no contact is made. If you do not want the subject to know that you are making mental contact, you can make a Mental Contact check against the subject's Wisdom, Psychic Sense, or Psychic Shield check (whichever has the highest bonus). If you win, the subject is unaware of your attempt. If the subject wins, he is aware of your attempt (whether you succeed or fail).

While you are in mental contact with another creature, the two of you can communicate at the rate of normal speech, "hearing" each other's transmitted thoughts. You can also send a single visual image each round instead of speaking. Both you and the subject can choose to lie or omit information; you're "speaking" to each other telepathically, not reading each other's thoughts.

Mental contact is two-way, meaning that you are in mental contact with the subject for purposes of his psychic skills and vice versa. If a friendly mental contact turns hostile, the subject can make a Will saving throw or Psychic Shield check to break contact. Once the subject has failed a Will save to eject the intruder from his mind, he can't break the contact. The intruder is in his mind until he chooses to break contact or some outside force interferes, such as a distraction or another psychic skill such as Psychic Shield or Psychic Static. If your mental contact is broken, any other psychic skills you are maintaining that require mental contact are also broken.

- **Psychic Shout:** While in mental contact with another creature you can hit them with a "psychic shout" (the mental equivalent of screaming in their ear). A psychic shout is a standard action and the creature must make a Will saving throw against your Mental Contact save DC or be dazed for 1 round. Since Mental Contact is a move action, you can make mental contact and shout in the same round.

- **Psychic Grappling:** You can initiate a psychic grapple with any creature that you are in mental contact with, a mind-to-mind struggle. See page 208 for details.
- **Deathcry:** If a creature you are in mental contact with dies, you must make a Will saving throw or Psychic Shield check (DC 20) to avoid being dazed for 1 round by the psychic feedback. Since mental contact is two-way, this applies to any creature in mental contact with another. A creature can deliberately avoid letting out a deathcry when it dies by making a Will saving throw (DC 20).
- **Rapport:** Two or more characters with the Mental Contact skill can enter a psychic rapport with each other, an intense state of mental contact. Each character establishes mental contact with the other (who must be willing). Characters in rapport are like one mind, each instantly aware of everything that the other thinks and experiences. Characters in rapport cannot deliberately lie or deceive each other. Characters in rapport can enhance their psychic abilities in a psychic gestalt (see page 208).

Special: You can take 10 on a Mental Contact check, but you can't take 20.

Time: Mental Contact is a move action. The contact lasts as long as you choose to maintain it.

Strain: 2 plus modifiers for familiarity, 1 per psychic shout.

Mind Reading (Cha)

You can read information from another creature's mind.

Requirements: Telepathy feat

Check: Make a Mind Reading check, with the DC determined by the level of information you want to access. The target makes a Will saving throw. If the Will save is successful or the skill check fails, the attempt fails. If the saving throw fails and the skill check succeeds, you have access to the information. You can locate one piece of information per round as a standard action as long as you continue to concentrate.

Mind Reading

Level of Access	DC
Surface thoughts	10
Associations	15
Short-term memory	20
Long-term memory	25
Subconscious	30

- **Surface Thoughts:** You can learn what the subject is thinking. A successful Bluff check against the target's Sense Motive check causes the subject to think consciously about a particular piece of information you're looking for, such as a password or name, allowing you to pick it from the subject's surface thoughts.
- **Associations:** You pick up emotional and informational associations with the subject's surface thoughts. For example, if the subject is thinking about someone, you know how the subject feels about that person, what her relationship to the subject is, and why the subject is thinking about her.
- **Short-Term Memory:** You can access the subject's memories of the past week or so, picking up on recollections and associations from that time.
- **Long-Term Memory:** You can access any of the subject's conscious memories, although the information is only as accurate as the subject recalls.
- **Subconscious:** You can access the subject's subconscious. This gives you access to memories and information the subject may not consciously recall (due to trauma or simple forgetfulness). It also grants you insight into the subject's psyche, such as her deep subconscious desires, fears, traumas, and so forth.

Retry: Attempting a deeper level of access requires a new skill check and grants the target a new Will save. You must also take additional strain.

Special: You can take 10 on Mind Reading checks, but you can't take 20. You must be in mental contact with the subject.

Time: Mind Reading is a standard action. It lasts as long as you concentrate.

Strain: 4.

Mindswitch (Cha)

You can exchange minds with another creature.

Requirements: Mindswitch feat

Check: Make a Mindswitch check with a DC of 10 plus the creature's Will save bonus. The creature makes a Will saving throw. If the skill check fails or the Will save succeeds, there is no effect. If the skill check succeeds and the target's Will save fails, you and the target switch minds: your mind occupies the target's physical body and the target's mind occupies yours.

You each retain your mental ability scores, skills, and class abilities but acquire the other's physical abilities. These include natural size, Strength, Dexterity, and Constitution scores, armor, attack routines, and similar gross physical abilities. You also acquire the natural movement capabilities and natural sensory abilities of the new form. See the *polymorph* spell for details. The switch is permanent until you or another creature uses Mindswitch to reverse it. At the GM's option the switch can also be reversed by *break enchantment, remove curse, limited wish, wish,* or *miracle*.

Retry: Once you have failed to Mindswitch with a particular creature, you cannot try against for at least 24 hours.

Special: You cannot take 10 or take 20 on Mindswitch checks. You must be in mental contact with the subject.

Time: Mindswitch is a full-round action.

Strain: 12.

Photokinesis (Int)

You can mentally control light.

Requirements: Psychokinesis feat

Check: Make a Photokinesis check to psychically manipulate light waves. With a successful check, you can warp light around yourself, making your outline blurred and indistinct or even becoming invisible. Attacking does not negate the effects of this skill. You can create holograms—realistic three-dimensional images of light—that occupy a 10-ft. cube. Each additional 10-ft. cube the image occupies increases the DC by 5.

Subjects seeing the hologram get a Will saving throw to realize it is an illusion if they have any reason to suspect it,

such as the fact that the illusion makes no noise. You can also create a point of light that illuminates a 20-ft. radius that you can move at will anywhere in your line of sight as a move action. You can create photokinetic effects anywhere in your line of sight, and they last as long as you maintain them. Creating multiple effects at once (such as becoming invisible while also creating the illusion you are elsewhere) count as maintaining multiple skills.

Photokinesis

Task	DC
Illuminate	5 (+5 per additional 10-ft. radius)
Visual Illusion	10 (+5 per additional 10-ft. cube)
Blur (20% miss chance)	15
Blur (50% miss chance)	20
Invisibility	25

Special: You can take 10 or take 20 on Photokinesis checks.

Time: Photokinesis is a standard action.

Strain: DC divided by 5.

Precognition (Wis)

You receive visions of future events.

Requirements: Clairsentience feat, can be used untrained

Check: You can get glimpses into the future, as if you were actually present at a particular future event. The visions you receive are by no means assured: The future can be changed by the actions of those in the present. You can use this power in three ways.

- **Active Precognition:** You can attempt to see the future of a particular person, place, or object with which you are in contact (including yourself). You must be able to see or touch the subject of your power. This requires a full-round action and a Precognition skill check.
- **Spontaneous Visions:** Second, your Precognition may spontaneously activate at the GM's discretion when you are in contact with a subject with particularly strong "vibes" or there is a momentous event approaching in the future. This also requires a Precognition skill check.
- **Danger Sense:** Finally, whenever you would normally be surprised in combat, you can make a Precognition check (DC 15). If successful, you are not surprised and can take an action during the surprise round.

The Gamemaster should make Precognition checks secretly so the player doesn't necessarily know if a particular vision was accurate or not. Consult the table below for the results of a precognitive vision, based on the skill check.

Precognition

DC	Result
10	A vague vision of the future that may be accurate.
15	An accurate glimpse at the future.
20	Awareness of how long before a particular event occurs.
25	Awareness of the people involved in a particular future event.
30	Awareness of the time, subjects, and location of a future event.
35	Near-complete knowledge of a particular future event and everything involving it.

Things seen in precognitive visions generally count as slightly familiar in terms of familiarity, possibly more if the vision was long or extremely accurate (in the GM's opinion).

Special: You can take 10 on Precognition checks, but you can't take 20.

Time: Precognition is a full-round action.

Strain: 9 for active precognition, 1 for spontaneous visions, 0 for danger sense.

Psychic Blast (Cha)

You can psychically assault another creature's mind.

Requirements: Requires the Telepathy feat

Check: You can affect any creature in your line of sight or mental contact. Your Psychic Blast rank sets the damage dealt by the attack: 1d6, plus 1d6 per 5 full skill ranks. The target makes a Will saving throw. Success halves the damage. Damage reduction does not protect against this attack.

Time: Psychic Blast is a standard action.

Strain: 4.

Psychic Healing (Wis)

You can psychically heal yourself and others.

Requirements: Psychometabolism feat

Check: This skill can restore lost hit points or ability score points to you or another creature that you are touching. The result of the Psychic Healing check indicates the amount of damage healed. You can only restore temporary ability damage, not permanent ability drain. The target cannot go above normal maximum hit points or ability scores. Any excess points restored are lost. A dying character restored to 0 or more hit points is automatically stabilized. If the subject has suffered

ability damage to more than one ability score, you can divide points of ability scores restored as desired.

Psychic Healing

DC	Amount Healed	Strain
10	Stabilize a dying character	1
15	Restore 1d4+1 hit points	1
20	Restore 1d6+2 hit points or 1d4+1 ability score points	2
25	Restore 1d8+4 hit points or 1d6+2 ability score points	4
30	Restore 2d6+6 hit points or 1d8+4 ability score points	6
35	Restore 2d8+8 hit points or 2d6+6 ability score points	8
40	Restore 3d6+10 hit points or 2d8+8 ability score points	10

Special: You can take 10 on Psychic Healing checks, but you can't take 20.

Retry: You can heal hit points once per hour and ability damage once per day per subject. Any further uses of Heal on the same subject before the required time interval has passed have no effect.

Time: Psychic healing is a full-round action.

Strain: At least 1; see above.

Psychic Sense (Wis)

You can sense the use and effects of psychic abilities.

Requirements: Psychic Ability feat, can be used untrained

Check: Make a Psychic Sense check to sense a psychic skill in use in your vicinity, to sense an attempt at mental contact, to detect and read the psychic "signature" left behind by psychic skill use, or to trace the source of a psychic manifestation.

- **Sense Psychic Skill Use:** The GM makes a Psychic Sense check for you in secret as a reaction whenever a psychic skill is used in your general area. The base DC to sense skill use is 10 or the user's Psychic Shield check result, whichever is greater, and the DC increases by +1 for every 10 feet between you and the user or subject of the psychic skill (whichever is closer). A successful result means you sense the psychic skill use and know which talent it falls under, but not necessarily the exact skill used. You also know the general direction and distance to the source of the skill and its target, if both are within your range. If you succeed by 5 or more, you know the exact psychic skill used. If you succeed by 10 or more, you recognize the skill user, if known to you.
- **Sense Mental Contact:** You make a Psychic Sense check against the telepath's Mental Contact check to know when someone is trying to secretly get into mental contact with you. If you win the check, you sense the attempt, although you may not be able to avoid it (depending on your Psychic Shield and Will save).
- **Sense Psychic Signature:** If you have the Clairsentience and Telepathy feats you can sense old uses of psychic skills in a particular area. The base DC is 15 to detect that a psychic skill was used in the area in the past and 20 to determine what talent was used and roughly when. It is DC 25 to know exactly which skill was used and what (or who) it was used on.
- **Psychic Tracing:** You can trace the origin or the target of any psychic skill use that you detect. Each requires a separate skill check. The DC is 10 or the result of the subject's Psychic Shield skill check, whichever is higher. Distance is not a factor, but you must have detected the psychic skill use before it can be traced. When used on old psychic signatures, this gives you the skill's origin and target at the time it was used; it doesn't provide you with information as to their current whereabouts. You can use psychic tracing to locate the origin or destination point of a psychoportation skill or its user's location at the time of use (if different from the first two). Any subject that you psychically trace is considered at least casually familiar to you (see **Familiarity**, page 183).

Special: You can take 10 or take 20 when using Psychic Sense. Taking 10 requires you to concentrate for a minute and not be engaged in other activities. Taking 20 requires you to concentrate for at least 2 minutes. Taking 10 increases the skill's strain by 1, while taking 20 increase it by 2.

Time: Sensing psychic skill use and mental contact are reactions, taking no time. Sensing psychic signatures and psychic tracing require a full-round action.

Retry: No.

Strain: 0 for sensing psychic skill use and mental contact, 1 for sensing psychic signatures and psychic tracing.

Option: Psychic Familiarity

The Psychic Sense skill can detect any psychic skill use in the character's area. However, the GM may wish to keep some mystery to psychic abilities in the campaign, making it more difficult for psychics to detect skills they do not themselves possess. In this case, the option of psychic familiarity can be used.

The prerequisite to using Psychic Sense to detect a particular psychic skill is either having the psychic talent feat(s) that skill requires or (for an even more limited version of Psychic Sense) having ranks in the skill being detected. Therefore, a telepath can use Psychic Sense to detect telepathy skills, but not psychoportation or psychokinesis skills. In the restricted version, the telepath can only detect the psychic skills that he himself possesses.

This option may be useful if psychic skills are particular common in the campaign, since it means that a player character has her own unique set of skills that she can detect, giving her more reason to rely on others. It also makes it more difficult for any given psychic to detect another, allowing for some degree of mystery and surprise when it comes to psychic abilities.

Psychic Shield (Wis)

You can shield your mind from psychic influences.

Requirements: Psychic Ability feat

Check: When you are the target of any psychic skill that grants a Will saving throw, you can make a Psychic Shield skill check instead. The attacker must make a skill check using the attacking psychic skill. If your check result is higher, the attack fails. If the attacker's result is higher, the psychic skill affects you normally, but you still get a normal saving throw. You may choose to voluntarily lower your Psychic Shield as a free action (and can raise it again as a free action as well). Otherwise, your shield is assumed to always be active, even if you are unconscious or sleeping.

- **Overcoming Psychic Shields:** An attacker can attempt to use extra effort to overcome your Psychic Shield and you can reinforce it at the same time. For each point of strain that the attacker suffers, your Psychic Shield bonus is reduced by 1 (but not to less than 0). For each point of strain you take, your Psychic Shield bonus is restored by 1 (but not greater than its normal value). This continues until both sides choose to stop spending effort, then psychic skill checks are made to determine whether the shield holds. This process takes no actual time, it happens as part of the check to overcome the Psychic Shield. An attacker trying to avoid notice cannot use extra effort.
- **Shields and Maintained Skills:** Once a psychic skill check has overcome your Psychic Shield, it continues to affect you as long as the user maintains it. You're still entitled to your normal saving throws (if any) but your shield no longer protects you. Once the attacker needs to make a new skill check, your shield comes into play again and must be overcome again.
- **Deathblock:** In extreme cases, a psychic can prevent mental tampering of any sort by setting a deathblock. This requires a full-round action by the psychic. Thereafter, if the psychic fails both a Psychic Shield check and a Will save against a psychic skill that requires mental contact, his mind collapses in on itself rather than bend to the invading psyche. In essence, the psychic dies rather than allowing the psychic skill to affect him. Among other things, this prevents the character from being telepathically interrogated, controlled, or altered in any way.

  Deathblocks are considered a last line of defense. Another psychic who achieves mental contact with the character can tell that there is a deathblock in place unless there's a deliberate attempt to hide it, in which case an opposed Psychic Sense and Psychic Shield check is required to detect it. A psychic can set a deathblock for specific circumstances such as to protect a specific piece of information, or only to guard against specific psychic skills (such as Mind Reading or Domination). The character who set the deathblock always chooses whether to activate it, and can choose to deactivate it at the last second, if necessary.

Special: You can't take 10 or take 20 on Psychic Shield checks.

Time: Psychic Shield use is a free action.

Strain: 0 (plus any strain due to extra effort).

Psychic Static (Cha)

You can create interference with other psychic abilities.

Requirements: Telepathy feat

Check: As a move action, you can create an area of psychic "white noise" around you with a radius equal to your skill rank times 5 feet. Alternatively, you can choose to focus your psychic static against a single creature in your line of sight. Any creature affected by your Psychic Static that attempts to use a psychic skill must make an opposed check against the result of your Psychic Static skill check. Psychic skill checks with results less than your check result fail, although the user still suffers the skill's strain.

Psychics can attempt to overcome your Psychic Static by expending additional strain and you can reinforce it at the same time. For each point of strain that the attacker suffers, your Psychic Static bonus is reduced by 1 against them (but not to less than 0). For each point of strain you take, your Psychic Static bonus is restored by 1 (but not greater than its normal value). This continues until both sides choose to stop expending effort, then psychic skill checks are made to determine whether the skill attempt is successful. This process takes no actual time, it happens as part of the check to overcome the Psychic Static.

Special: You can take 10 on Psychic Static checks, but you can't take 20.

Time: Psychic Static is a move action. It lasts for as long as you concentrate.

Strain: 4.

Psychic Surgery (Wis)

Psychic Surgery allows you to remove other psychic influences or to alter memories and behavior.

Requirements: Telepathy feat

Check: Make a Psychic Surgery check, with the DC determined by the task.

- **Remove Psychic Influence:** Make a Psychic Surgery check with a DC equal to the check result of the psychic skill currently affecting the subject. If you succeed, that skill no longer affects the subject. Note that this only removes the effects of ongoing psychic skills, not permanent aftereffects. So you can use Psychic Surgery to remove Domination or Illusion affecting a victim, but not to restore ability score points lost to Drain Ability or damage suffered from Psychic Blast: for that, use the Psychic Healing skill. You can undo the effects of Psychic Surgery used to alter the subject's mind in any way by equaling or exceeding the Psychic Surgery check result used to cause the alteration.
- **Alter Psyche:** You can effect changes in the subject's mind. The DC is based on the extent of the change you wish to make.

Alter Psyche

DC	Alteration	Time
15	Alter a single unimportant fact or brief recollection, about 5 minutes worth of memory.	1 full round
20	Alter a single fact or an hour's worth of memory	1 minute
25	Alter a single significant fact (such as the name of the subject's spouse) or a day's worth of memory.	10 minutes
30	Alter a deeply personal fact, such as the subject's name or alignment. Alter a week's worth of memory.	1 hour
35	Alter up to a month's worth or memory	6 hours
40	Alter up to a year's worth of memory. Give the subject an entirely new personality, complete with false memories, or erase the subject's entire memory, causing total amnesia.	10 hours

False or altered memories can cause dissonance within the subject's mind, depending on how well they fit into the subject's other memories. If the subject notices a conflict between the false and true memories (GM's discretion), he gets an additional Will save to shake off the effect and regain his true memory. He gains a bonus of +1 to +4 on the save, depending on how strong the dissonance is between the true and false memories.

- **Implant Knowledge:** You can use Psychic Surgery to implant knowledge of a particular skill in the subject's mind. You can implant knowledge of any skill that you know, up to your rank in that skill or your Psychic Surgery rank, whichever is less. If the subject lacks a necessary prerequisite, then they have knowledge of the skill but cannot use it effectively. The subject uses his own ability score modifier with the implanted skill. Implanted skills fade at a rate of one skill rank per hour until they are gone. You can make an implanted skill permanent by paying 2,000 XP per skill rank made permanent.

Special: You must be in mental contact with the subject. You can take 10 or take 20 on a Psychic Surgery check. Taking 20 requires twenty times the usual time. Generally, this means the subject must be cooperative, unconscious, or restrained in some way.

Time: A full round to remove psychic influence. Altering psyche as given above. It takes 1 minute per skill rank to implant knowledge.

Retry: If you fail a Psychic Surgery check, you must wait at least 24 hours before attempting the same task again.

Strain: 2 to remove psychic influence, half the DC (rounded down) to alter psyche, and 2 per skill rank to implant knowledge.

Psychic Weapon (Wis)

You can create and weild a weapon composed of pure psychic energy.

Requirements: Psychic Weapon feat

Check: Make a Psychic Weapon check as a move action to create a melee weapon of ghostly, crackling psychic energy in your hand. The appearance of the weapon is up to you; its effects are the same regardless. The result of your Psychic Weapon check determines the weapon's damage.

Psychic Weapon

Result	Damage
up to 14	1d4
15–24	1d6
25–34	1d8
35+	2d6

You can wield a psychic weapon like a normal melee weapon, except you are automatically considered proficient with it, and you wield it as if you had the Weapon Finesse feat (meaning you apply your Dexterity rather than your Strength modifier to attack rolls). The psychic weapon strikes as a touch attack, ignoring armor and natural armor bonuses (but not deflection or force bonuses). It is considered a magic weapon for the purposes of overcoming Damage Reduction; this does not provide any attack or damage bonus to the weapon. Add your Wisdom modifier rather than your Strength modifier to the weapon's damage. The psychic weapon is immaterial and only affects creatures with an Intelligence score. It has no effect on nonintelligent creatures or objects, meaning it cannot sunder an opponent's material weapon, for example. Two psychic weapons affect each other normally. If your psychic weapon is somehow knocked from your grasp or sundered, you can recreate it with another use of this skill.

Special: You can take 10 or take 20 with Psychic Weapon checks. Taking 20 requires 2 full minutes of concentration and costs 60 strain to achieve the best possible result.

Time: Psychic Weapon is a move action. The weapon lasts for 10 rounds (1 minute).

Strain: 6.

Psychometry (Wis)

You can "read" psychic impressions from places and objects, getting images of their pasts.

Requirements: Clairsentience feat

Check: You can get glimpses into the past, as if you were actually present at a particular event. You can use this power in two ways:

- **Active Psychometry:** You can attempt to see the past of a particular person, place, or object with which you are in contact. You must be able to see or touch the subject of your power. This requires a full-round action and a Psychometry skill check.
- **Spontaneous Visions:** Your ability may also spontaneously activate at the GM's discretion when you are in contact with a subject with particularly strong "vibes." This also requires a Psychometry check.

The Gamemaster should make Psychometry skill checks secretly so the player doesn't necessarily know if a particular vision was accurate or not. Consult the table below for the results of a vision, based on the skill check.

Psychometry

DC	Result
10	A vague vision that may not be accurate.
15	A brief and accurate vision of the events.
20	A longer vision of the events, encompassing everything that took place in a particular place and time.
25	The ability to "rewind" the vision backward or forward in time to review the event.
30	The ability to track the vision backward through time and space to trace an event to its origin.
35	Near-complete knowledge of a particular past even and everything involving it.

Things seen in psychometric visions generally count as slightly familiar in terms of familiarity, possibly more if the vision was long or extremely accurate (in the GM's opinion).

Special: You can take 10 on Psychometry checks, but you can't take 20.

Time: Psychometry is a full-round action.

Strain: 6 for active psychometry, 1 for spontaneous visions.

Pyrokinesis (Int)

You can mentally start and control fires.

Requirements: Psychokinesis feat

Check: You can make a Pyrokinesis check to ignite a fire, to increase the size of an existing fire, or to create light (but not heat).

- **Ignite Fire:** You can set any flammable object in your line of sight on fire as a standard action with a successful Pyrokinesis check (DC 15). Targets must make a Reflex saving throw (DC 15) to avoid taking 1d6 points of fire damage. The target must save each round, a successful save means that the fire has gone out, although the pyrokinetic can reignite it with another standard action and successful skill check. A character on fire can automatically extinguish the flames by dousing in water. Spending a full round rolling on the ground grants a +4 bonus on the Reflex saving throw. In addition to using it as an attack, you can use ignite fire to light candles (up to a dozen candles in a five-foot square with a single skill check), torches, hearth fires, and so forth.
- **Increase Fire:** You can increase the size and intensity of a fire. The DC of the Pyrokinesis check is 10 +2 per square foot of increase. Each square foot that you increase the size of the flames also increases the fire's damage potential by 1 point. The fire maintains its increased size as long as you concentrate and can even burn in the absence of fuel, although smothering still puts it out. While you maintain an increased flame, a victim does not get a Reflex saving throw to put the fire out (although it can still be extinguished by dousing with water) and the fire does additional damage based on your skill check. So a pyrokinetic who makes a DC 16 Pyrokinesis check can spread a fire over an additional three square feet and it does 1d6+3 damage.
- **Light:** By psychically exciting air molecules you can create a glowing spot of "psychic fire" that sheds light but no heat, illuminating an area 20 feet in radius. This requires a move action and a DC 5 Pyrokinesis check. You can increase the intensity (and therefore the radius) of the illumination by increasing the DC of the Pyrokinesis check; each +5 DC increases the radius of the illumination by 10 feet. The point of light moves wherever you direct it within your line of sight as a move action. It can be maintained as a free action.

Special: You can take 10 on Pyrokinesis checks, but you can't take 20.

Time: Igniting fires and increasing or decreasing flames are standard actions, creating or moving light is a move action.

Strain: 3 for igniting or increasing flames, 1 for creating light.

Remote Viewing (Wis)

You can sense distant events as if you were present there.

Requirements: Clairsentience feat

Check: You can make a Remote Viewing check to sense a particular place, creature, or thing known to you. The base DC is 10, modified by familiarity. If successful, you can observe the subject as if you were physically present and the subject is considered in your line of sight for purposes of other psychic skills. The vision lasts for as long as you maintain it, but your ordinary senses are overridden, so you are unaware of what is happening near you while you are observing events

Remote Viewing & Astral Projection

In the past, some psychics and scholars have considered remote viewing a separate phenomenon from "astral projection," sending the spirit or life force out of the body to visit distant locales. This is likely because of the ghostly or shadowy images of remote viewers that some subjects notice. Some remote viewers perceive themselves as having an "astral body" while others feel like they are entirely disembodied.

Gamemasters wanting to include astral projection in the campaign can emphasize the ghostly image created by remote viewers, even allowing remote viewers to deliberately make themselves visible to those they "visit." This may explain stories about ghostly visions and manifestations. The Mental Contact skill even allows remote viewers to "speak" to others in places they are viewing. Since a remote viewer's image is considered in the line of sight of other psychics, mental combat can take place between another psychic and a remote viewer or even between two remote viewers focused in the same area. The issue of whether remote viewers go "out of body" is largely semantic since a remote viewer's body is essentially immobile and helpless while using the skill.

elsewhere. Remote Viewing creates a psychic disturbance that creatures with Int 10 or better can detect. Any such creature under observation can make an Intelligence or Psychic Sense check, opposed by your Remote Viewing check. Nonpsychic creatures get the intense feeling of being watched. Creatures with the Psychic Ability feat see a ghostly or shadowy image of you. You are also considered in the creature's line of sight for the purposes of psychic skills.

Special: You can take 10 when making a Remote Viewing check, but you can't take 20.

Time: Remote Viewing is a full-round action. You must concentrate to maintain it.

Strain: 2 plus familiarity modifiers.

Sense Minds (Wis)

You can determine the presence and location of other minds.

Requirements: Telepathy feat

Check: You can make a DC 15 Sense Minds check to sense the presence of any creature with an Intelligence score within 30 feet of you. For every factor of 10 that you extend your sensing radius, the DC increases by 5, as shown below.

Sense Minds

DC	Radius
15	30 feet
20	300 feet
25	3,000 feet
30	30,000 feet
35	300,000 feet
40	3,000,000 feet

With a successful check, you sense the presence of other minds, their approximate number, their general type (animal, humanoid, etc.), and their approximate location. The larger the number of minds present, the more general the information tends to be. Psychic Shield opposes Sense Minds. A Psychic Shield check greater than your Sense Minds check allows a creature to go unnoticed. You can also attempt to Sense Minds on a place you can see, such as a building (or even a ship or planet in space) with the same effects as above.

Special: You can take 10 or take 20 on a Sense Minds check.

Time: Sense Minds is a move action.

Strain: 1.

Sleep (Cha)

You can psychically put other creatures to sleep.

Requirements: Telepathy feat

Check: You can attempt to psychically put a target into a deep sleep. The target gets a Will saving throw against your skill DC. Success negates the effect. If the Will save fails, the creature falls instantly asleep and remains so for 1 minute per skill rank. Sleeping creatures are helpless. Slapping or wounding awakens them, but normal noise does not. Awakening the creature requires a standard action (an application of the aid another action). Creatures that do not sleep are unaffected by this skill.

Special: You must be in mental contact with the subject. You can take 10 on Sleep checks, but you can't take 20.

Time: Sleep is a standard action. It lasts for 10 rounds (1 minute) per skill rank.

Strain: 4.

Suggestion (Cha)

You can implant suggestions into the minds of others.

Requirements: Telepathy feat

Check: You influence the actions of a single creature by mentally implanting a course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking a creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically fails. However, a suggestion that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter. If the target's Will saving throw fails, the suggested course of action is followed for up to 30 minutes per skill rank, or until the course of action is complete, whichever comes first. You can specify conditions that trigger a particular course of action, in which case the duration is counted from when the triggering event occurs. A very reasonable suggestion may impose a saving throw penalty of –1 or –2, at the GM's discretion.

Retry: No. You can attempt to affect the same character after some time has passed, but not in the same encounter or scene.

Special: You can take 10 when making a Suggestion check, but you can't take 20.

Time: Suggestion is a full-round action. It lasts for 30 minutes per skill rank.

Strain: 4.

Telekinesis (Int)

You can move objects with the power of your mind.

Requirements: Psychokinesis feat

Check: A Telekinesis check allows you to move an object in your line of sight. The DC of the Telekinesis check is based on the mass of the object you wish to move. Moving a 10-pound object is DC 10. For every factor of 10 that mass increases, the DC increases by 5 and the strain you suffer doubles.

Telekinesis

DC	Mass Moved	Damage Dealt	Strain
10	up to 10 lb.	1d6	1
15	up to 100 lb.	2d6	2
20	up to 1,000 lb.	4d6	4
25	up to 10,000 lb.	8d6	8
30	up to 100,000 lb.	16d6	16
35	up to 1,000,000 lb.	32d6	32
40	up to 10,000,000 lb.	64d6	64

You can move the object a distance of 5 feet times your Telekinesis rank per round. If two psychics vie for control of an object, use opposed Telekinesis checks. If a creature is holding the object, use an opposed Telekinesis and Strength check. The winner controls the object for that round.

- **Moving Creatures:** Using Telekinesis on a living being allows it a Will saving throw to resist. If the save fails, consider the target an object. If the save succeeds, the skill has no effect.
- **Striking With Objects:** You can hit opponents with telekinetically controlled objects. This requires a ranged touch attack and the object deals damage based on its weight (as shown on the table). Since using Telekinesis is a move action, you can move an object and strike with it (as a standard action) in the same round.
- **Moving Multiple Objects:** As a full-round action, you can attempt to move multiple objects at once. Use the DC of the heaviest object, then add +2 for each additional object (regardless of weight), and increase the strain by 2 for each additional object. You cannot strike a target with multiple objects as part of the same action.
- **Fly:** You can telekinetically lift your own body. This requires a DC 30 Telekinesis check (regardless of your own mass) and allows you to fly at a speed of 5 feet times your Telekinesis rank (perfect maneuverability). It causes 8 points of strain.

Special: You can take 10 on Telekinesis checks, but you can't take 20.

Time: Telekinesis is a move action. The skill use lasts for 10 rounds (1 minute) and must be maintained.

Strain: 0 plus mass modifier.

Telekinetic Blast (Int)

You can attack with a blast of telekinetic force.

Requirements: Psychokinesis feat

Check: Make a ranged touch attack against a target in your line of sight. If the attack is successful, your Telekinetic Blast rank sets the impact damage dealt: 1d6 plus an additional 1d6 per 5 skill ranks. You can score a critical hit with your Telekinetic Blast on a natural roll of 20, with a x2 critical multiplier. A Telekinetic Blast is a force effect. The target must also make a Reflex saving throw against your skill DC or fly back 5 feet and be knocked prone. You can choose to do nonlethal damage with your Telekinetic Blast, but you suffer a –4 penalty on your attack roll.

Time: Telekinetic Blast is a standard action.

Strain: 4.

Telekinetic Grip (Int)

You can damage other creatures internally with a crushing telekinetic grip.

Requirements: Psychokinesis feat

Check: You can affect any creature in your line of sight. Your Telekinetic Grip rank sets the damage dealt by the attack: 1d6, plus 1d6 per 5 skill ranks. The target makes a Will saving throw. Success halves the damage. Damage reduction does not protect against this attack, which is considered a force effect.

Time: Telekinetic Grip is a standard action.

Strain: 4.

Telekinetic Shield (Int)

You can create a psychic barrier that protects you from attacks.

Requirements: Psychokinesis feat

Check: You can create a telekinetic field around your body that provides a deflection bonus to AC. The telekinetic shield is considered a force effect. The telekinetic shield lasts for 1 minute (10 rounds) but requires no effort on your part to maintain once it's created. It lasts until you are rendered unconscious or the duration runs out.

You can renew an existing telekinetic shield before it runs out as a move action, suffering the strain for invoking the skill again but with no additional skill check needed. The result of your Telekinetic Shield skill check determines the amount of the deflection bonus.

Telekinetic Shield

DC	Bonus
15	+2
20	+4
25	+6
30	+8
35	+10

Special: You can take 10 or take 20 on a Telekinetic Shield check. If you take 20 when making this check, you spend 2 minutes and take 40 strain to attain the best result.

Time: Telekinetic Shield is a move action. The deflection bonus lasts for 10 rounds (1 minute).

Strain: 2.

Teleport (Int)

You can move from one place to another instantly.

Requirements: Psychoportation feat

Check: You can make a Teleport check to transport yourself (and possibly additional material that you are touching) to another location. The base DC is 10, modified by the familiarity of the destination and the amount of additional mass you are carrying (apart from yourself). You choose whether objects you are touching are carried along or left behind (allowing you to teleport out of things such as ropes and manacles, or your clothes, for example). You cannot teleport only part of an object or creature. All the material must be touching you or another solid object that is touching you for it to be carried along. Creatures that do not wish to be taken along can make a Will saving throw. If the save is successful, they're left behind. A failed Teleport check means you don't go anywhere.

Special: You can take 10 on a Teleport check, but you can't take 20.

Time: Teleport is a move action.

Strain: 1 plus familiarity and mass modifiers.

Misjumps

Normally, a failed Teleport check simply means the character doesn't go anywhere. Gamemasters who want to make teleportation a bit riskier can apply the following optional rule. A Teleport check that fails by 10 or more results in a "misjump," the character teleports, but not necessarily to the desired destination. The character is off-target in a random direction. The distance off-target is 1d10 x 1d10% of the distance traveled. Characters teleporting great distances can end up far off target, and in some cases can find themselves in very hazardous environments (such as the open ocean or even deep space). A misjump also leaves the psychic dazed for 1d6 rounds. A Will saving throw (DC 15) negates this.

The possibility of misjumps tend to encourage psychics to use Psychoportation only for destinations they are fairly familiar with, keeping the DC within 10 or so of their skill rank to minimize chances of a misjump. It also encourages taking 10 on Apport and Teleport skill checks whenever possible.

The Law of Conservation of Motion

It is assumed that Psychoportation skills such as Apport and Teleport are not subject to the Law of the Conservation of Momentum and that teleporting causes an object to arrive at rest relative to its surroundings, regardless of its original orientation or velocity. Thus, a character can teleport from one point on a planet to another without any concerns about the speed of the planet's rotation (or its movement through space, for that matter). A character can also teleport out of a fall (as long as he has time to take a move action) without any harm. Characters can teleport to and from moving vehicles, and so forth.

In some settings, however, this may not be the case. If the Gamemaster wishes to preserve the conservation of momentum in the campaign, then Apport and Teleport are considerably more limited. Psychoportation skills are limited to an effective distance of 300 miles on the surface of a planet, greater distances result in serious injury or immediate death. Even at distances under 300 miles, characters must make a Will saving throw (DC 15) to avoid being dazed for 1 round after teleporting due to disorientation.

Changes in altitude and gravitational potential are even more limited. These result in potential energy gains or losses, increasing or decreasing the subject's temperature. Psychoportation is limited to no more than a 1,200 feet increase or decrease in altitude per jump. Any more results in death or serious brain damage.

These limitations may not apply if both the departure and arrival points for the teleportation are in deep space, away from any large masses or gravitational disturbances. This permits Psychoportation to function over interplanetary or interstellar distances, while still being limited on a planetary scale, for GMs who want to use Psychoportation as an effective means of interplanetary travel. Of course, the GM can also just as easily say that Psychoportation doesn't work at such distances because of galactic and universal motion.

The limitations of Psychoportation (if any) on fantasy worlds without Earthlike physics are entirely up to the Gamemaster (and, perhaps, the deities of the setting).

- Psychic Feats -

This section discusses various feats that grant characters the ability to learn and use psychic skills along with feats that enhance psychic abilities in various ways.

Psychic feats are only available to characters with a measure of psychic talent or potential. A character must have the Psychic Ability feat to acquire psychic feats. Psychic talent feats and metapsychic feats are also considered psychic feats for this purpose (that is, characters must have one of the two prerequisite talents in order to acquire them).

Psychic Talent Feats

Psychic talent feats are "enablers" for various psychic skills. The feats represent the raw potential to learn certain psychic skills. Some psychic talent feats—such as Psychokinesis or Telepathy—grant access to many different psychic skills while others—such as Dimensional Shift or Psychic Weapon—grant access to only a single psychic skill (usually a less common one). Psychic talent feats grant immediate use of any of the talent's skills that can be used untrained and allow the character to purchase ranks in the talent's skills.

Note that psychic talent feats do not determine whether psychic skills are class skills, only whether a character can buy the skills at all. Psychics and many psychic prestige classes have psychic skills as class skills while other characters must acquire them as cross-class skills.

Metapsychic Feats

Metapsychic feats modify psychic skills in various ways, usually expanding their capabilities at the cost of greater strain. Most metapsychic feats can be applied to various psychic skills on a case-by-case basis; that is, the player can decide what metapsychic feats (if any) to apply to a particular skill use and can apply some, all, or none of the metapsychic feats available to him at any given time. Unless the feat's description says otherwise, applying a metapsychic feat to a skill does not increase the time required to use that skill.

Metapsychic feats typically double the strain cost of the psychic skill they affect. If multiple metapsychic feats are applied to the same skill use, their strain values do not stack. Instead, each additional doubling of the skill's strain increases the multiple by one. So, it is x2 (double) strain for one metapsychic feat, x3 strain for two, x4 strain for three, and so forth.

If a metapsychic feat increases strain by a set amount rather than a multiplier, the strain increase is added after the multiplier for other metapsychic feats is applied.

Psychic Feat Descriptions

Detailed below are the new psychic, psychic talent, and metapsychic feats.

Apport Arrows (Psychic)

You can teleport away incoming arrows, as well as crossbow bolts, spears, and other shot or thrown weapons.

Prerequisites: Wis 13+, Psychoportation, 5 or more ranks in the Apport skill.

Benefit: Once per round when you would normally be hit by a ranged weapon, you may make a Reflex saving throw against a DC of 20 (if the ranged weapon has an enhancement attack bonus, the DC increases by that amount). If you succeed, you reflexively apport the weapon away from you, causing it to miss. You must be aware of the attack and not flat-footed. Attempting to apport an incoming weapon does not count as an action. You cannot apport spells or ranged weapons created by spells. You can apport particularly large ranged weapons, such as rocks hurled by catapults or giants, but the strain cost is increased by the object's mass (see page 184).

Note: You must be able to see the incoming weapon in order to apport it, so invisible ranged weapons cannot be apported.

Strain: 1.

Clairsentience (Psychic Talent)

You have the potential to learn clairsentience skills.

Prerequisites: Psychic Ability.

Benefit: You can learn clairsentience skills.

Normal: Characters without this feat cannot learn clairsentience skills.

Combat Concentration (General)

You can use your psychic skills in combat.

Prerequisites: Psychic Ability.

Benefit: You get a +4 bonus on Concentration checks made to use a psychic skill while on the defensive. The general feat

Combat Casting described in the *PHB* is essentially the same as Combat Concentration, and taking either serves the same purpose, whether casting spells, manifesting psionic powers, or invoking psychic skills, unless the Gamemaster decides otherwise.

Craft Psychic Construct (Psychic)

You can create and empower psychic constructs.

Prerequisites: Psychic Ability and one psychic talent feat.

Benefit: You can create psychic constructs (page 211).

Normal: Characters without this feat cannot create psychic constructs.

Cure Blindness/Deafness (Psychic)

You can use the Psychic Healing skill to cure blindness and deafness.

Prerequisites: Psychic Ability, Psychometabolism, 5 or more ranks in the Psychic Healing skill.

Benefit: You can psychically restore a healing subject's sight or hearing (your choice when the healing is performed) with a DC 15 Psychic Healing check. You cannot restore lost eyes or ears, but you can heal damaged ones.

Strain: 5.

Cure Disease (Psychic)

You can use the Psychic Healing skill to cure diseases.

Prerequisites: Psychic Ability, Psychometabolism, 5 or more ranks in the Psychic Healing skill.

Benefit: You can psychically remove diseases affecting living creatures (including yourself). This requires a Psychic Healing skill check with a DC of the disease's save DC. On a successful check, you eliminate the disease, preventing it from doing any further damage to the target, although any damage already done remains and must be healed.

Strain: 5.

Cure Poison (Psychic)

You can use the Psychic Healing skill to eliminate poisons.

Prerequisites: Psychic Ability, Psychometabolism, 5 or more ranks in the Psychic Healing skill.

Benefit: You can psychically remove poisons affecting living creatures (including yourself). This requires a Psychic Healing skill check with a DC the poison's save DC. On a successful check, you eliminate the poison, preventing it from doing any further damage to the target, although any damage already done remains and must be healed.

Strain: 5.

Dimensional Shift (Psychic Talent)

You have the potential to learn the Dimensional Shift skill.

Prerequisites: Psychic Ability, Psychoportation.

Benefit: You can learn the Dimensional Shift skill.

Normal: Characters without this feat cannot learn the Dimensional Shift skill.

Direct Talent (Metapsychic)

Choose a psychic skill you already have that requires mental contact. You can now use this skill without the need for mental contact.

Prerequisite: Psychic Ability, Telepathy.

Benefit: You can use a psychic talent that normally requires you to be in mental contact with the subject without being in mental contact. You must still have a line of sight to the subject. The subject's Psychic Shield (if any) still affects your skill check.

Strain: Twice the skill's normal strain cost.

Divert Teleport (Psychic)

You can focus your psychic energy to redirect the apportation or teleportation of others.

Prerequisites: Psychic Ability, Psychoportation, 5 or more ranks in the Psychic Sense skill, 10 or more ranks in the Apport skill.

Benefit: You can attempt to divert the final destination of any apportation or teleportation that you can sense. This is a reaction, but you can attempt to divert only once per round. You can divert the destination of both incoming and outgoing teleportation. Roll an Apport skill check against the teleporter's Apport or Teleport skill check. If you win, you can divert the teleporter's destination by making an Apport skill check against the DC of the desired destination as if you were apporting the target to that location. If the diverted subject is a creature, it gets a Will saving throw to avoid being diverted.

Strain: Equal to that of apporting the target to the desired destination, plus 2.

Empower Talent (Metapsychic)

You can strengthen the effects of your psychic skills.

Prerequisites: Psychic Ability, Wis 13+.

Benefits: You can increase the variables of your psychic skills to 150% of normal. So, a psychic skill that normally does 2d6 damage does 3d6, for example.

Strain: The skill's normal strain is doubled.

Energy Shield (Psychic)

You have the ability to psychokinetically shield yourself from harmful energy.

Prerequisites: Psychic Ability, Psychokinesis, 7 or more ranks in the Telekinetic Shield skill.

Benefit: You can harmlessly dissipate energy damage you might otherwise suffer. Make a Fortitude saving throw with a DC equal to 10 plus the damage dealt. Success means you take no damage. If the save fails, you take full damage.

Time: Energy Shield is used as a reaction.

Strain: 0.

Erase Signature (Psychic)

You can eliminate evidence of psychic signatures (your own or others').

Prerequisites: Psychic Ability, Telepathy or Clairsentience, Wis 13+, 1 or more ranks in the Psychic Sense skill.

Benefit: You can erase any old psychic signature that you can sense, eliminating any evidence of it.

Time: Erase Signature is a full-round action.

Strain: 1.

Extend Talent (Metapsychic)

You're more adept at affecting multiple targets with your psychic skills.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: You reduce the penalties to Difficulty Class and strain for affecting more than one target with a psychic skill by 2. That means you can affect two targets at once with no additional difficulty or strain.

Special: You can take this feat more than once. Its effects stack, so each time you can affect an additional target with your psychic skills without any additional difficulty or strain.

Flight (Psychic)

Telekinetic flight is easier for you.

Prerequisites: Psychic Ability, Psychokinesis, 1 or more ranks in the Telekinesis skill.

Benefit: The DC for you to use Telekinesis to lift and move yourself is 20 rather than 30 and doing so only causes 2 points of strain rather than the usual 8.

Greater Psychic Focus (Psychic)

Your psychic skills within a particular talent are more potent than normal.

Prerequisite: Psychic Ability, Psychic Focus.

Benefit: Choose a psychic talent (Clairsentience, Psychokinesis, Psychometabolism, Psychoportation, or Telepathy). Add +4 to the DC of all saving throws against skills from the selected talent. This includes (and does not stack with) the bonus for Psychic Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time it applies to a new talent.

Imbue Weapon (Psychic)

You can focus your powers to imbue a melee weapon with psychic force.

Prerequisites: Psychic Ability.

Benefit: You can imbue a melee weapon with a field of psychic energy that enhances its striking power. The weapon does an additional 1d8 points of damage per six character levels you possess (round down with a minimum of +1d8). You can imbue a psychic weapon (created by the Psychic Weapon skill, page 196) and this damage bonus stacks with the weapon's normal damage. An imbued weapon can also block a psychic weapon, unlike most physical weapons. The imbued weapon is considered to be magic for the purposes of overcoming Damage Reduction.

Time: Imbuing a weapon is a full-round action. The effect lasts for a number of rounds equal to your character level.

Strain: 3.

Maximize Talent (Metapsychic)

Usuing this feat, you can maximize the effects of your psychic skills.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: You can choose to maximize the variables of a psychic skill when you use it. A variable is any die roll other than the skill check itself. If you maximize your Psychic Healing skill, for example, you automatically heal the maximum amount of damage based on your skill check. If you maximize your Psychic Blast skill, you automatically deal the maximum amount of damage, and so forth.

Strain: The maximized skill costs double the normal amount of strain (or 1 if the normal strain is 0).

Mental Fortitude (General)

You are particularly resistant to psychic attack.

Prerequisites: Wis 13+.

Benefit: You have a Mental Damage Reduction score of 1, meaning you ignore the first point of damage from any psychic attack: this includes nonlethal damage, hit point damage, and ability damage (but not strain). Psychic abilities that don't deal damage affect you normally and you still suffer normal damage from the indirect effects of psychic skills, such as being struck by an object thrown with Telekinesis.

Special: You can take this feat more than once. Its effects stack, so the second time you have Mental Damage Reduction 2, the third time 3, and so forth. Your Mental Damage Reduction score cannot exceed your Wisdom modifier.

Mental Recovery (Psychic)

You recover more quickly from the strain of using psychic abilities.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: Add your Wisdom bonus to your normal rate of recovery from nonlethal damage, as long as the damage was caused by psychic strain.

Mind Over Matter (Psychic)

Your mental strength allows you to heal faster.

Prerequisites: Psychic Ability, Psychometabolism, Wis 13+.

Benefit: Add your Wisdom bonus to your normal rate of healing (your level in hit points per day of rest).

Mind Switch (Psychic)

You have the potential to learn the Mind Switch skill.

Prerequisites: Psychic Ability, Telepathy.

Benefit: You can learn the Mind Switch skill.

Normal: Characters without this feat cannot learn the Mind Switch skill.

Mind Trap (Psychic)

You can psychically act against anyone who tries to overcome your mental defenses.

Prerequisites: Psychic Ability, Telepathy, 7 or more ranks in the Psychic Shield skill.

Benefit: When an opponent attempts to use a psychic skill against you and fails to overcome your Psychic Shield, you get an immediate psychic skill use against that opponent as a reaction. This can be any psychic skill that can be used as a standard action or move action (but not a full-round action). If the psychic skill requires mental contact, you are considered in mental contact with your opponent for the purposes of the skill use. You can gain only one free psychic skill use per round, regardless of the number of attempts to overcome your Psychic Shield. The reactive psychic skill has its normal strain cost and difficulty.

Multitasking (Psychic)

You can maintain multiple psychic skills with less difficulty.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: Reduce the DC modifier to Concentration and psychic skill checks for maintaining psychic skills by 2. This means you can maintain one psychic skill while using another at no increase in difficulty and that maintaining multiple psychic skills is somewhat easier for you.

Special: You can take this feat multiple times. Its effects stack, reducing the DC modifier by 2 each additional time. This allows you to maintain more psychic skills at once without any increase in difficulty.

Psychic Ability (General)

You have the potential to acquire psychic feats and skills.

Benefit: You can acquire psychic feats.

Normal: Characters without this feat cannot acquire psychic feats or learn psychic skills that require them.

Psychic Channeling (Psychic)

You can channel spell energy to fuel your psychic abilities.

Prerequisite: Ability to cast arcane or divine spells, Psychic Ability.

Benefit: When using a psychic skill, you can choose to expend one of your spell slots for the day to help fuel that skill, converting the magical energy into psychic power. The strain for the psychic skill use is reduced by an amount equal to the level of the spell slot squared, so a 3rd-level spell slot would reduce a skill's strain by 9 points, for example (3 x 3). A skill's strain cost cannot be reduced below 0, and any additional points from the spell slot are lost. If the spell slot is a prepared spell, you lose that spell. If it is a spontaneous spell slot, you lose the use of it for that day.

Special: Note that this feat does not work in reverse; you cannot suffer strain to cast additional spells per day, only convert spell energy into psychic fuel.

Psychic Companion (Psychic)

You have a psychic companion creature.

Prerequisite: Animal companion or familiar.

Benefit: Apply the psychic creature template to your animal companion or familiar. It gains all the benefits of the template. You may choose to spend your own skill ranks and feats to purchase psychic skill ranks and psychic feats for your companion.

Psychic Focus (Psychic)

Your psychic skills within a particular talent are more potent than normal.

Prerequisite: Psychic Ability.

Benefit: Choose a psychic talent (Clairsentience, Psychokinesis, Psychometabolism, Psychoportation, or Telepathy). Add +2 to the DC of all saving throws against skills from the selected talent.

Special: You can gain this feat multiple times. Its effects do not stack. Each time it applies to a new talent.

Psychic Invisibility (Psychic)

You can focus your energies to block your presence from the minds of others.

Prerequisite: Psychic Ability, Telepathy, 6 or more ranks in Mental Contact.

Benefit: You can become invisible at will to all creatures with Intelligence 1 or more. Psychic invisibility has no effect on targets without an Intelligence score.

Time: You can become invisible as a move action. The invisibility lasts for 10 rounds (1 minute) or until you make an attack.

You can maintain your invisibility after it would normally end by paying an additional 3 strain. The renewed invisibility ends when the new durations expires or when you attack.

Strain: 3.

Psychic Link (Psychic)

You have a mental connection with someone.

Benefit: You and another character (who must also have this feat) are considered to always be in mental contact (such as a use of the psychic skill Mental Contact, page 191). If some outside force, such as Psychic Static, interferes you can make a Mental Contact or Wisdom check to overcome it. If your psychic link is broken, it is automatically reestablished as soon as possible.

Special: If both of you have ranks in the Mental Contact skill, you can deepen your psychic link, making it a rapport (page 192), at will as a full-round action.

Psychic Reflection (Psychic)

You can reflect psychic effects back at their originator.

Prerequisites: Psychic Ability, Telepathy, 8 or more ranks in Psychic Shield.

Benefit: When your Psychic Shield successfully blocks a psychic effect directed at you, you can make another Psychic Shield skill check against the attacker's skill check. If you succeed, the psychic skill directed at you affects the attacker instead, using the attacker's skill bonus. You do not suffer any strain for the reflected skill (the attacker does) but you are in control of the effect, even if you do not possess that skill. You must maintain the skill yourself (if necessary) and it has its normal effect and duration. The attacker may defend and save against the reflected psychic effect normally, but cannot use Psychic Reflection against it as well. Any attempt to do so simply causes the effect to dissipate.

Time: Psychic Reflection is a reaction.

Strain: 4.

Psychic Severance (Psychic)

You can remove another creature's psychic talents.

Prerequisites: Psychic Ability, Telepathy, 10 or more ranks in the Psychic Surgery skill.

Benefit: You can make a Psychic Surgery check (DC 30) to deprive someone of his psychic talents. The target makes a Will saving throw against your Psychic Surgery DC. If the skill check succeeds and the Will save fails, the subject loses all use of any psychic talent feats or psychic skills he possesses, although he retains those abilities. The target gets an additional Will save each day to regain the use of his psychic abilities and another use of Psychic Surgery (DC 30) can reverse the effect. With the expenditure of 3,000 XP, the psychic severance becomes permanent and can only be reversed by a psychic with this feat who makes a DC 30 Psychic Surgery check and spends an additional 3,000 XP.

Time: Psychic Severance is a full-round action. You must be in mental contact with the subject. You can take 10 on the Psychic Surgery check, but you can't take 20.

Strain: 15.

Psychic Stamina (Psychic)

Your mental strength reinforces your physical endurance.

Prerequisites: Psychic Ability, Psychometabolism, Wis 13+.

Benefit: Apply your Wisdom bonus as an adjustment to your hit points per level rather than your Constitution modifier, if your Wisdom modifier is greater. This retroactively adjusts your hit point total for levels acquired before gaining this feat.

Psychic Weapon (Psychic Talent)

You have the potential to learn the Psychic Weapon skill.

Prerequisites: Psychic Ability.

Benefit: You can learn the Psychic Weapon skill (page 196).

Normal: Characters without this feat cannot learn the Psychic Weapon skill.

Psychokinesis (Psychic Talent)

You have the potential to learn psychokinesis skills.

Prerequisites: Psychic Ability.

Benefit: You can learn psychokinesis skills.

Normal: Characters without this feat cannot learn psychokinesis skills.

Psychometabolism (Psychic Talent)

You have the potential to learn psychometabolism skills.

Prerequisites: Psychic Ability.

Benefit: You can learn psychometabolism skills.

Normal: Characters without this feat cannot learn psychometabolism skills.

Psychoportation (Psychic Talent)

You have the potential to learn psychoportation skills.

Prerequisites: Psychic Ability.

Benefit: You can learn psychoportation skills.

Normal: Characters without this feat cannot learn psychoportation skills.

Quicken Talent (Metapsychic)

You can use psychic skills more quickly than normal.

Prerequisites: Psychic Ability, Wis 15+.

Benefit: Once per round, you can use a psychic skill that normally requires a full-round action as a standard action, or a skill that normally requires a standard action as a move action.

Strain: The quickened skill costs double the normal amount of strain (or 1 if the normal strain is 0).

Reduced Strain (Metapsychic)

One of your psychic skills causes less strain on you.

Prerequisites: Psychic Ability, 5 or more ranks in a psychic skill.

Benefit: Choose a psychic skill that you have at least 5 ranks in. You suffer only half the normal strain for using that skill (round any fractions down). A strain value of less than 1 means you suffer no strain from using that skill. Halve the skill's strain after applying all other modifiers (including metapsychic feat modifiers to strain). The psychic skill affected must be chosen when this feat is taken and cannot be changed.

Special: You can take this feat multiple times. Its effects do not stack. Each time, it applies to a different psychic skill.

Sensitive (Psychic)

You are particularly sensitive to the emotions and attitudes of other creatures.

Prerequisites: Psychic Ability, Telepathy, Wis 13+.

Benefit: You gain a +2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks when dealing with creatures with Intelligence 4 or more. You do not gain this bonus against a creature that has ranks in the Psychic Shield skill (and possibly other forms of mental shielding, at the GM's discretion). The bonus stacks with bonuses to interaction skills granted by the use of Empathy (page 189). At the GM's discretion, your bonus can be reduced or eliminated when dealing with especially alien or unusual creatures.

Shield Penetration (Psychic)

You are adept at overcoming the resistance of Psychic Shields with your powers.

Prerequisites: Psychic Ability.

Benefit: You get a +2 bonus on skill checks to overcome a target's Psychic Shield.

Skill Aptitude (General)

You're talented in particular skills.

Prerequisites: A score of 13 or better in the skills' key abilities.

Benefit: Choose two nonclass skills. Those skills are now class skills for you.

Subtle Talent (Metapsychic)

You can use your psychic skills with less chance of anyone noticing your activities.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: When using a psychic skill you can "mute" its psychic signature. Characters using the Psychic Sense skill cannot detect your skill use, nor can its use be detected later using Psychic Sense.

Strain: The subtle skill costs double the normal amount of strain (or 1 if the normal strain is 0).

Telepathy (Psychic Talent)

You have the potential to learn telepathy skills.

Prerequisites: Psychic Ability.

Benefit: You can learn telepathy skills.

Normal: Characters without this feat cannot learn telepathy skills.

Truth Reading (Psychic)

You can sense when someone is lying to you.

Prerequisites: Psychic Ability, Telepathy, Sensitive.

Benefit: When interacting with a creature of Intelligence 4 or greater you automatically sense when the creature tells you a deliberate lie. You can do this a number of times equal to your Wisdom bonus in any given conversation, detecting further lies causes a point of strain for each statement that you check. You do not detect half-truths, lies of omission, or things the creature believes are true (even if they are not), only deliberate falsehoods.

Widen Talent (Metapsychic)

You can affect a radius with a single use of a psychic skill.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: When using a psychic skill that normally affects a single target, you can have it affect a burst with a radius of up to twice your skill rank in feet. The skill affects all targets in the area of the burst normally. You must still meet any requirements for range, including mental contact, if the skill requires it. Make a single skill check and compare the results to each target in the area. Targets save individually against the skill's effects.

Strain: The widened skill costs double the normal amount of strain (or 1 if the normal strain is 0).

Wild Talent (General)

You have the potential to learn and use a single psychic skill.

Benefit: You can substitute Wild Talent in place of Psychic Ability and one other psychic talent feat as the prerequisite for learning one psychic skill. You do not have access to any other psychic skills or to psychic feats (including the untrained use of Psychic Sense granted by the Psychic Ability feat).

Special: You can take this feat more than once. Each time, it applies to a different psychic skill.

Note: Wild Talent does not make the selected skill a class skill, so you may have to acquire ranks in it as a cross-class skill.

- Advanced Psychic Techniques -

While psychic skills cover most of the applications of the various psychic talents, there are some more advanced uses of various basic skills, described in this section. Gamemasters should consider these techniques optional. While they can add detail and tactical options to psychic characters, they also increase the complexity of psychic abilities, which may not be desirable in the campaign.

Damaging Psychic Shields

A powerful psychic shield can be a difficult obstacle for even a skilled psychic to overcome. In addition to using extra effort to overcome a psychic shield (see page 195), it is possible for a psychic attacker to directly damage or drain a psychic shield in order to weaken it.

An attacker using the Psychic Blast or Psychic Weapon skills can choose to target an opponent's psychic shield rather than attacking the opponent directly. The target of the attack saves against it normally, but without the bonus of the psychic shield. If the save fails, the damage dealt by the attacking skill is subtracted from the defender's Psychic Shield bonus rather than dealing nonlethal or hit point damage to the target. The psychic shield operates at the reduced bonus until it recovers.

A damaged psychic shield recovers one point of its bonus per minute (10 rounds) until it is restored to normal. Effects that restore hit points or eliminate nonlethal damage (including the Psychic Healing skill) can be used to restore a damaged psychic shield as well; each point of damage healed restores one point of the shield's bonus.

Extending Psychic Shields

A character with the Psychic Shield skill can extend his shield to protect others at the cost of strain and a reduction in shield effectiveness. The subjects to be protected must be either in the shield user's line of sight or in mental contact. Extending a psychic shield is a full-round action and costs 2 points of strain per additional subject protected by the shield. Each additional subject reduces the shield's overall bonus by 2. A psychic shield cannot be reduced below a bonus of +1. All protected subjects receive the normal benefits of the Psychic Shield skill at the reduced bonus and the shield user controls the entire shield.

The extended shield can be maintained by paying the strain cost every additional minute (10 rounds) and the user can withdraw any or all of the extended shield as a free action.

Mental Conditioning

The Psychic Surgery skill allows a telepath with the time and opportunity to completely rewrite a subject's psyche, including personality, alignment, beliefs, and so forth. While extensive mental conditioning can be undone and may even wear off on its own, psychics can create entirely new people while it lasts. This loss of identity is one of the things that people fear most about psychics, and the potential for mental tampering makes telepathic abilities particularly feared.

Drones

A drone is a creature (usually a humanoid creature) that has been altered via Psychic Surgery to become an obedient servant of a psychic or group of psychics. In particular, a drone has been conditioned to accept the mental "touch" of certain psychics and therefore does not resist their powers. The drone foregoes any saving throw against its psychic masters, allowing them to use their abilities on the drone freely. Among other things, this means psychics can easily establish Mental Contact with their drones, read their minds, and control their actions through Dominate, Suggestion, or simple telepathic commands, depending on whether the drone has been programmed for obedience as well as psychic susceptibility.

Some psychics also remove the majority of a drone's personality, leaving their servants largely devoid of identity, living automatons obedient to their master's will. Others prefer drones with most of their original personalities intact, allowing them to continue to function in normal society. Some psychics even create alternate personalities for their drones. The original personality is left untouched, and may even be unaware of the existence of the drone personality, but at a code phrase or mental command, the drone personality takes over and the individual becomes an obedient servant. The original personality suffers from blackouts, with no awareness of the drone's actions or even existence.

Turning any thinking creature into a drone is a evil act, something good and even neutral-aligned psychics shy away from. Heroes may find drones in the service of evil psychics, however, and drones make effective "sleeper" agents for psychic conspiracies.

Psychically Aiding Others

A psychic in mental contact with another character can use the aid another action (a standard action) to grant that character a +2 bonus on Will saving throws or for any skill check where the psychic's skill rank is equal to or greater than the subject's. Characters can also psychically aid others in shaking off mind-affecting spells such as *sleep* and *hypnotism*.

Psychic Gestalts

Characters linked together in psychic rapport (page 192) can aid each other in various ways, forming a psychic gestalt. In essence, the linked psychics become a single mind with enhanced psychic abilities.

Creating a Gestalt

To form a gestalt, two or more psychic characters must be in rapport using Mental Contact. This means that all the characters involved must have at least one rank in the Mental Contact skill. One character is chosen as the coordinating mind of the gestalt and the maximum number of participants is equal to the coordinator's Mental Contact skill rank. Creating a gestalt between two characters is fairly simple, requiring only a successful Mental Contact check from each and a move action.

Larger gestalts are more difficult to establish, since every member of the gestalt must be in mental contact with every other. Two means to do this exist. The fastest way is for each psychic to use the multiple targets option (page 185) increasing the DC and strain of the Mental Contact check by +2 per additional mind and requiring a full-round action. The easier way is for two characters to create a gestalt and for additional minds to join it one at a time. This requires 1 round per mind in the gestalt to establish it (longer if the characters take 10 on their Mental Contact checks) but reduces the amount of strain required.

Interaction With a Gestalt

A psychic gestalt is considered a single mind for the purposes of psychic and mind-affecting abilities, although the individual personalities and identities (and free will) of the participants remain. Any time a member of the gestalt must make a Will save, it is made for the entire group, using the highest Will save bonus of the component minds, with a +2 bonus per additional mind in the gestalt. So a psychic gestalt with four minds adds a +6 bonus (for three extra minds) to the highest Will save bonus of the group when making Will saves.

A mind-affecting ability that affects one member of the gestalt affects them all equally. So psychic gestalts tend to be more resistant to psychic abilities, but are affected as a unit.

Abilities of a Gestalt

A psychic gestalt can utilize any of the psychic skills of its component minds. Range and familiarity are based on the most advantageous of the components. For example, as long as a target is in the line of sight of one component of the gestalt, it is considered in the entire gestalt's line of sight.

In the case of multiple components possessing the same psychic skill, the gestalt uses the highest skill rank, plus the highest ability score modifier, with an additional +2 bonus for each component mind that is trained in that skill. So, a gestalt of five minds using the Domination skill uses the highest Domination skill rank among the group, plus the highest Charisma bonus among the group, with a +2 bonus for each additional character in the group that has the Domination skill (+8 total if they all do). In the case of psychic skills that have a save DC, it is based on the highest skill rank and increased by +1 for each additional member of the gestalt that has ranks in the skill.

The gestalt can also make use of any psychic or metapsychic feats possessed by its component minds. These feats have their normal effect.

The strain of psychic skills is divided evenly among the members of a gestalt, rounding up any fractions. So a five-character gestalt using a skill causing 28 strain suffers 6 strain each (28 / 5 = 5.6, rounded up to 6). Strain modifiers, incuding metapsychic feats, are applied before the total strain is divided among the components of the gestalt.

Withdrawing from a Gestalt

A component mind may leave a gestalt as a free action simply by breaking the mental contact. This does not necessarily free that character from any mind-affecting abilities affecting the gestalt. They are considered separately and continue to affect the character normally. If the coordinating mind withdraws from the gestalt, the components remain in mental contact and can establish a new coordinator as a free action.

Psychic Grappling

Just as characters can grapple physically, psychics can grapple opponents mentally, initiating a struggle of two minds locked in mental combat. Psychic grappling is a useful means of occupying an opponent, or of putting opponents into a position where you can more easily use other psychic skills against them, but it does involve a certain measure of risk, particularly where strong-willed opponents are concerned.

Grapple Checks

Repeatedly in a psychic grapple, you need to make opposed psychic grapple checks against an opponent. A psychic grapple check is made using your Will saving throw bonus, including your Wisdom modifier.

Initiating a Psychic Grapple

To start a psychic grapple, you must be in mental contact with the target. Attempting to start a psychic grapple is a standard action.

Attacks of Opportunity

You provoke attacks of opportunity from any opponents that threaten the area you are in when you start a psychic grapple, since you are focused on the mental plane rather than physically defending yourself. You can attempt to start a psychic grapple on the defensive, just like using a psychic skill on the defensive. This requires a Concentration check (DC 15). If the check succeeds, you can attempt to initiate the psychic grapple. If it fails, your attempt to initiate the psychic grapple fails as well. In either case, you do not provoke attacks of opportunity when attempting to start a psychic grapple on the defensive.

Psychic Lock

Make an opposed psychic grapple check against your opponent. If you win, you and your opponent are locked in psychic combat. If you lose, the opponent may break off the psychic grapple or may choose to grapple you, with the normal results.

Joining a Psychic Grapple

If your target is already psychically grappling with another opponent, you can attempt to grapple normally. The target still gets an opposed psychic grapple check against you. Multiple characters can attempt to psychically grapple the same target.

If You're Psychically Grappling

While you are psychically grappling (regardless of who started the grapple), you can make an opposed psychic grapple check as a standard action. If you win, you can do one of the following:

Damage Your Opponent

You deal 1d3 nonlethal damage, plus your Wisdom modifier. If you want to deal normal damage, you suffer a –4 penalty on your psychic grapple check.

Psychically Pin Your Opponent

Your opponent is rendered immobile for 1 round. While you're pinned, opponents get a +4 bonus on attack rolls against you (but you're not helpless).

Psychically Influence Your Opponent

You can use a psychic skill on your opponent that requires less than a full-round action. If the psychic skill normally grants a saving throw, your opponent is at a –4 penalty, since you have a psychic advantage. For example, if you win the psychic grappling check, you can use skills such as Domination, Drain Power, Psychic Blast, or Suggestion on your opponent and the opponent has a –4 penalty on the save against the skill's effects.

Break Another's Pin

You can break the psychic hold that an opponent has over an ally.

Break Mental Contact

You escape the psychic grapple and break off mental contact. You can take whatever movement you normally get. If more than one opponent is psychically grappling you, your psychic grapple check has to beat all them in order to escape and break the mental contact. (Opponents don't have to try and maintain contact if they don't want to.) Once you have broken mental contact, your opponent must reestablish it to psychically grapple you again.

If You're Psychically Pinned

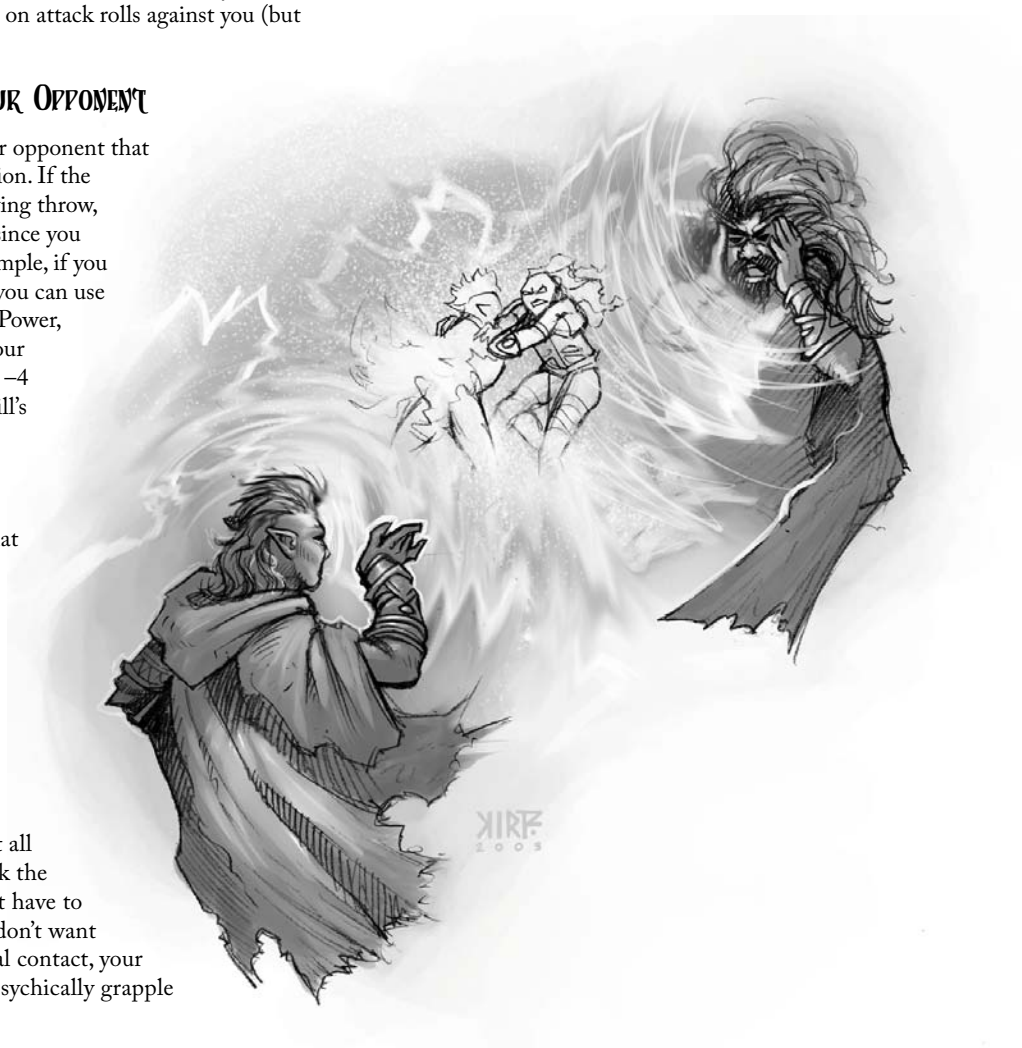
When an opponent has psychically pinned you, you are held immobile (but not helpless) for 1 round. You can make an opposed psychic grapple check as a standard action. If you win, you escape the psychic pin, but you're still psychically grappling.

Other Actions While Psychically Grappling

Taking any action other than a 5-foot step while psychically grappling requires a Concentration check (DC 15). Failure of the Concentration check means you automatically lose any opposed psychic grapple check that round. Taking another standard action while psychically grappling also means that you automatically lose any opposed psychic grapple check that round, since the psychic grapple check requires a standard action.

Using Special Abilities

You can attempt to use spells, spell-like abilities, psionic powers, supernatural abilities, or psychic skills while psychically grappling. Doing so requires a Concentration check (DC 20 + spell or power level). A failed Concentration check means the attempt to use the special ability fails, but you still lose the prepared spell, spell slot, power points, strain, or daily use of that ability. A Concentration check is not required if you win the psychic grapple check for that round and have your opponent psychically pinned.



Multiple Grapplers

Multiple attackers can attempt to grapple a single opponent. Additional grapplers can aid their friends with the aid another action, granting a +2 bonus on that character's psychic grapple checks for that round.

Psychic Grappling Consequences

While you're psychically grappling, your ability to act, attack, and defend yourself is limited.

Required Standard action

The psychic grapple check requires a standard action each round. If you choose not to take the psychic grapple action each round, you automatically fail the opposed psychic grapple check. Since the psychic grapple check is a standard action, you can choose to take a move action before or after (but not during) the psychic grapple check. However, you must make a Concentration check (DC 15) to do so and failure means that you automatically lose the opposed psychic grapple check that round.

No Threatened Area

You don't threaten any area while psychically grappling, so opponents do not provoke attacks of opportunity from you.

Attacks of Opportunity

Each round that you make a psychic grapple check, you provoke attacks of opportunity from anyone who threatens the area that you're in. If you choose to psychically grapple on the defensive, you do not provoke attacks of opportunity but must make a Concentration check (DC 15) each round. Failure means you automatically lose any opposed psychic grapple check that round.

No Dodge Bonus

You lose your dodge bonus (if any) to AC while you are psychically grappling. If you choose to psychically grapple on the defensive, you retain your dodge bonus but must make a Concentration check (DC 15) each round. Failure means you automatically lose any opposed psychic grapple check that round.

Psychic Grappling Strain

Psychic grappling causes no strain, apart from that needed to establish and maintain mental contact with the target, and any nonlethal damage caused by a successful psychic grapple check against an opponent.

Self-Imposed Memory Alteration

In some cases, a character may wish to perform Psychic Surgery on himself, usually to conceal particular information or memories from a mind reader, or to enhance a disguise (allowing the character to really believe he is who he claims to be, for example). The Psychic Surgery check DC is 10 lower than usual since the character is performing the alterations on himself, and the character can take 10 on the check.

The character may set up a particular trigger to undo the alterations, restoring his mind to normal. This may be the passage of a particular amount of time or a particular stimulus, such as a code word or seeing a particular person. When the trigger is activated, the character makes another Psychic Surgery check against the original DC (requiring no time or strain). If it succeeds, the alteration is undone immediately. If it fails, the alteration remains for 24 hours. After that, the character may be exposed to the trigger again and attempt another Psychic Surgery check. On a natural roll of 1 on the check, the trigger fails entirely. The alterations are permanent unless another character uses Psychic Surgery to undo them.

Self-imposed alterations can also be undone normally using Psychic Surgery, but the DC for these outside efforts is not reduced, so it is more difficult for someone else to eliminate the self-imposed alterations.

Telekinetically Wielding Weapons

Rather than simply striking opponents with random objects, a psychic may wield a melee weapon telekinetically, allowing it to fight by "remote control." Telekinetically picking up a weapon is a move action. Attacking with it is a standard action. Cover and concealment are determined by the attacker and defender's positions, not the weapon's. The attacker makes a normal attack roll, but with a –4 penalty for the difficulties in remote-controlling the weapon, and adding his Int modifier to the attack roll rather than Str or Dex modifiers. The weapon deals its normal damage with no modification for Str. A telekinetic can take the Exotic Weapon Proficiency feat in psychically wielded weapons to eliminate the –4 penalty for remote-controlling a weapon.

A telekinetically wielded weapon does not threaten an area and cannot make attacks of opportunity, nor does it provoke them. It can be struck normally by sunder attacks. Attempts to "disarm" the psychic by knocking the weapon out of his telekinetic "grip" are resolved by an opposed roll of the attacker's attack bonus and the psychic's Telekinesis skill bonus.

Telepathic Eavesdropping

A character with Psychic Sense and Mind Reading who senses a use of the Mental Contact skill can attempt to "listen in" on the mental conversation, intercepting the psychic transmissions. This requires a successful Psychic Sense check to detect the skill use, followed by a successful Mind Reading check (DC 15) to eavesdrop on the mental conversation. This eavesdropping isn't detectable unless one of the participants in the mental contact also has Psychic Sense and detects the eavesdropper's Mind Reading skill use. This means that many telepaths observe "mental radio silence" when they know that other telepaths are around and may be listening.

Teleportation and Sneak Attacks

A character who teleports behind or out of sight of an opponent can make a Hide check opposed by the target's Spot check. If successful, the character gains a +2 bonus on attack rolls against that target and negates any Dexterity bonus to the opponent's AC. This also allows the character to make a sneak attack against the target, if using a melee weapon or a missile weapon within 30 feet of the target.

Psychic Constructs

Psychic constructs are artificial creatures made of psychic energy. They are invisible, intangible collections of preprogrammed psychic abilities capable of carrying out certain independent tasks.

Creating a Psychic Construct

Creating a psychic construct requires the Craft Psychic Construct feat, along with time, effort, and XP. The creator must work for one day per 100 XP of the construct's final cost. Any significant interruption spoils the process although no XP is lost. The creator spends the time in deep meditation and trance, gathering psychic energy and impressing upon it the shape he desires.

> **Example:** *Psychic Alodus the Wise wishes to create a psychic construct to gather information for him. He chooses to give the construct the following abilities: 6d8 HD; Str —, Dex 12, Con —, Int 6, Wis 14, Cha 14; Mental Contact (7 ranks), Mind Reading (7 ranks), Psychic Sense (7 ranks), and Suggestion (7 ranks). This costs 600 XP for the construct's Hit Dice, 80 XP for its Dexterity, 720 XP for its Intelligence, and 320 XP each for its Wisdom and Charisma. Its four psychic skills cost 49 XP each for a total of 196 XP. This brings the construct's total cost to 2,236 XP. Alodus decides to reduce that by giving the construct a one-month lifespan, halving cost to 1,118 XP. It takes Alodus eleven days of intense meditation to bring the construct into being, whereupon he spends the necessary XP to bring it fully into existence and sends it off to pry into the hidden secrets of his enemies and return to him.*

Altering a Psychic Construct

Psychics can alter existing psychic constructs of their own making. The difference in XP cost between the desired result and the existing construct determines both the XP cost and time for making the alterations. So increasing a psychic construct's Wisdom from 12 (80 XP) to 18 (1,280 XP) costs 1,200 XP and takes 12 days time. Characters still cannot grant psychic constructs ability scores, feats, or skill ranks they do no possess. It takes only a day (and no XP) to reduce a psychic construct's abilities or to "disassemble" it, but the creator does not regain any XP from doing so.

Psychic Construct Template

A psychic construct has certain qualities, and costs the creator XP based on the qualities it is given. All psychic constructs have the incorporeal subtype.

Hit Dice: d8. A psychic construct can have Hit Dice up to its creator's total Hit Dice.

Speed: Psychic constructs can fly at a speed of 30 feet with perfect maneuverability.

AC: Psychic constructs have a base AC of 10 with a deflection bonus to AC equal to their Charisma bonus. Since they are largely immune to physical attacks, they have little need of a high Armor Class.

Attacks: Psychic constructs cannot make physical attacks. They have an attack bonus equal to their creator's for cases where an attack roll is called for.

Damage: Psychic constructs cannot deal physical damage except through the use of psychic skills.

Table AP-4: Psychic Construct XP Cost

Ability	XP Cost
Hit Dice (d8)	Hit Dice x 100
Ability Score Increase	Increase squared x 20
Skill (including psychic skills)	Skill rank squared
Feat	100 XP
Modifiers	**Base Cost Adjustment**
Permanent lifespan	Base Cost x 2
One year lifespan	Base Cost x 1
One month lifespan	Base Cost x 1/2
One week lifespan	Base Cost x 1/4
One day lifespan	Base Cost x 1/10
Eight hour lifespan	Base Cost x 1/25

Special Attacks: A psychic construct has no innate special attacks, but may possess psychic skills that grant it various special attacks.

Special Qualities: A psychic construct has the following special qualities: construct traits (see the *MM*), incorporeal, and invisibility (see **Special Abilities** in the *DMG*).

Saves: The same as its creator's base saving throws, modified by the construct's ability modifiers. Psychic constructs are immune to effects that call for Fortitude saving throws.

Abilities: Psychic constructs have no Strength, Constitution, or Intelligence scores. Their Dexterity, Wisdom, and Charisma start out at 10 and can be increased by their creator. The creator can also grant the construct an Intelligence score by buying it up from 0. The construct's ability scores cannot exceed those of its creator.

Skills: Psychic constructs start out with no skills, but the construct's creator can grant it various skills. The creator can only grant the construct skills that he possesses and only up to his own rank in the skill. This includes any psychic skills that the creator possesses.

Feats: Psychic constructs start out with no feats, but the construct's creator can grant it various feats. Psychic constructs do not require psychic talent feats to acquire psychic skills because of their nature, but they can have other psychic and metapsychic feats. The creator can only grant the construct feats that he possesses.

Psychic Skill Use: Psychic constructs can use any psychic skills they possess. They have a pool of "strain points" equal to their hit points, which recover at a rate equal to the construct's HD per hour of inactivity. Once a psychic construct has exhausted its pool of strain points, it cannot use psychic skills until they recover.

Challenge Rating: Equal to the construct's HD.

Alignment: Always neutral. Intelligent constructs have the same alignment as their creator

Psychic Abilities & Magic

If psychic talents coexist in a world with magic and spellcasters, the Gamemaster needs to consider how (and if) the two interact. Naturally in a setting that only has psychic abilities this is a moot point, but if the GM wishes to include psychic skills in a setting where other special abilities are available, how they interact has certain effects on the campaign, as described below.

Psychic Abilities and Magic Interact

In this option, psychic abilities and magic interact for the most part. Spell resistance acts such as psychic shielding and protection against mind-influencing spells also works against mind-influencing psychic skills and vice versa. A *dimensional anchor* spell prevents psychic teleportation as well as magical teleportation, and so forth.

This option means that spellcasters are generally as well prepared to deal with psychics as they are with other spellcasters or creatures with magical abilities. Magical defenses against psychic abilities exist, and overall, psychics are no more than one more type of spellcaster, at least as far as the magic-types are concerned. While a psychic has somewhat different abilities and limitations than a spellcaster, their abilities have a similar impact on the campaign.

Psychic Abilities and Magic are Different

In this option, psychic and magical abilities are fundamentally different in some way. They don't directly interact, although their manifestations may (for example, a fire lit with pyrokinesis is still a normal fire and a *quench* spell can put it out). So *dispel magic* and *anti-magic shell* have no affect on psychic abilities and a psychic shield likewise doesn't offer any protection against mind-influencing spells.

This option makes psychics both more and less powerful. Less powerful because they are often not as well prepared to defend against magical attacks as others, although they can still benefit from magic items and other forms of protection, just like nonspellcasters; more powerful because psychics can now largely ignore magical defenses that would stymie spellcasters. This may make psychics particularly formidable or feared in the campaign setting or it may simply mean that those seeking to protect themselves against supernatural abilities have to be concerned with both magic and psychic powers.

Psychic Abilities & Psionics

The same decision regarding psychic abilities and magic applies to psychic abilities and psionics: do they interact or are they different forces? Oftentimes psychic abilities and psionics are linked in some fashion, so if one interacts with magic, they both do. If one is different from magic, they both are, although that doesn't necessarily have to be the case.

One option is that psychic abilities interact with psionics, and psionics interact with magic, but psychic abilities *don't* interact with magic, making psionics sort of a "bridge" between the two. Perhaps psionic abilities evolved from psychic or magical talents influenced by the opposite force in some manner.

Gamemasters may also choose to use the psychic skills in this book as a substitute for psionics in a campaign entirely, in which case the question of how psychic and psionic abilities interact is completely irrelevant. The final decision is in the GMs hands.

– Customizing Psychic Abilities –

While this book provides a general set of psychic abilities, suitable for use in most campaigns, the Gamemaster may wish to modify the material to better suit a particular setting or style of campaign. This section offers guidelines and suggestions for customizing psychic abilities as desired.

Custom Feat & Skill Lists

The easiest means of customizing psychic abilities to fit the campaign is to limit the list of available feats and psychic skills. For example, the GM may prefer a campaign with only subtle psychic abilities, in which case only Clairsentience and Telepathy feats and skills may be available. The GM can disallow certain advanced psychic feats, such as Apport Arrows, Mind Trap, Psychic Reflection, Psychic Severance, and so forth.

Certain psychic skills can also be banned, such as Psychic Weapon or Domination. Generally, if the Gamemaster is unwilling to allow a particular psychic ability to fall into the hands of a player character, it should be banned from the campaign or be allowed only to certain nonplayer characters.

Restricted Access to Psychic Skills

As outlined in this book, psychic skills are fairly accessible to characters in a campaign. Psychics have the greatest access, of course, with their free and bonus psychic feats granting them more talents and the fact that they can acquire psychic skills as class skills. Characters of other classes have somewhat more limited access to psychic skills, needing the proper feats and acquiring psychic skills as cross-class skills, meaning that their advancement in those skills is slow compared to psychic characters.

Gamemasters may prefer to restrict access to psychic skills solely to characters with levels in the psychic class. This is as simple as making all psychic talent feats exclusive features of the psychic class. You may choose to allow the Wild Talent feat for characters of other classes, allowing them to acquire psychic skills on a one-for-one basis, or you may disallow it as well. That restricts psychic skills solely to members of the psychic class.

Alternatives to Strain

The strain caused by psychic skills limits how often characters can use them. Since psychic skills are so draining, higher-level characters (capable of withstanding more nonlethal damage from strain) are capable of using them more often, in addition to possessing higher skill ranks. This is similar to the progression of spellcasters and psions with their special abilities. However, Gamemasters may wish to alter the way psychic abilities work in the campaign, giving them a particular character or style. Some alternatives to the strain rules are given here. GMs should consider their effects carefully before implementing any of them in a campaign that features psychic skills.

Ability Damage

Rather than dealing nonlethal damage, strain deals ability damage, temporarily reducing one of the user's ability scores. All psychic skills may reduce the same score or they may each reduce different scores. Perhaps each psychic talent is associated with a particular ability score that it weakens (using Psychokinesis damages Wisdom, for example, while using Telepathy damages Strength). Psychics may also have the option of choosing the ability score affected by the strain of their skills, either when the skill is learned or whenever it is used.

The ability score damaged by strain influences how strain affects the character. If Strength is drained, then psychic skills produce fatigue and weakness. Damaging Dexterity means psychic skills produce disorientation, clumsiness, and slowed responses. Constitution reflects psychic strain directly affecting the user's life energy, meaning that overuse can result in death if the character is reduced to 0 Constitution. Intelligence, Wisdom, and Charisma reflect a reduction in the character's mental capacity due to disorientation, fatigue, or an excess of psychic energies in the brain.

If strain deals ability damage, then psychic abilities become far more dangerous and difficult to use, and the capacity for using them doesn't increase with character level. A character's overall power and ability (skill rank) may increase, but since ability scores increase slowly at best, a high-level psychic cannot use or sustain skills much longer than a low-level one. A number of psychic actions (those with a strain of 18 or more) also become effectively impossible, since few psychics can suffer so much ability damage. Since ability damage recovers slowly, psychics also use their skills sparingly, only when absolutely needed.

This option is most effective in campaigns where psychic skills are the only special abilities available to player characters (or other special abilities are similarly limited). Perhaps damage to Intelligence or Wisdom can also reflect psychic skill use slowly eating away at the user's sanity, with overuse leading to madness.

Fatigue Saving Throws

The use of psychic skills is fatiguing, but in a different way. Any time using a psychic skill would cause strain the player must instead make a fatigue saving throw for the character. This is a Will save against a DC of 10 plus half the psychic skill's rank (round up).

A successful save results in no ill effect on the character. A failed save means the character becomes *winded*: a –1 penalty on both Strength and Dexterity, and an inability to run or charge. The character recovers from being winded after an hour of rest. A winded character who fails a fatigue saving throw become *fatigued* (–2 to effective Str and Dex, unable to run or charge), requiring 8 hours of rest to recover. A fatigued character becomes *exhausted* (–6 to Str and Dex, move at half normal speed), requiring an hour of rest, after which the character is fatigued. Finally, an exhausted character who fails a fatigue save becomes unconscious for 10 minutes for each point by which the save failed, and is exhausted upon awakening.

Fatigue saving throws make the use of psychic skills somewhat less predictable, since it's uncertain whether the character suffers fatigue from using them. Fatigue penalties are also fairly substantial, particularly once they start accumulating. Still, characters with good Will saves (which most psychics have) succeed at their fatigue saving throw more often than not.

Gamemasters looking to make fatigue saving throws more difficult can base them off Fortitude rather than Will saves, meaning they are harder for will-focused characters such as psychics and spellcasters (but easier for character of some other classes). Perhaps some psychic talents—such as Clairsentience and Telepathy—require Will fatigue saves whereas others—such as Psychokinesis and Psychometabolism—call for Fortitude saves.

Hit Point Damage

Strain damage is normally nonlethal damage, which goes away fairly quickly. Strain damage could also be done directly to the character's hit points, making it more serious. Characters then have to balance their psychic skill use against damage they suffer in combat, and excessive psychic skill use can seriously injure or even kill a character. The damage dealt by strain is treated like any other damage and recovers at the same rate, meaning that psychic skills are more taxing and characters tend to use them sparingly.

The GM should decide whether hit point damage dealt by strain is subject to the Massive Damage rule (see the *PHB*), which requires a saving throw to avoid death if the character suffers massive damage.

Psychic Energy Points

Rather than having psychic skills deal nonlethal damage through strain, psychic characters have psychic energy Points (PEP), similar to the power points of psions, which reflect how much they can use their psychic skills. The default is d8 PEP per character level, although the GM may prefer d8 PEP per class level for psychics (and psychic prestige classes) and d6 or d4 PEP per level in other classes, making cross-class use of psychic skills more draining. Perhaps other classes don't have psychic energy points at all, but suffer nonlethal damage (or some other form of strain) instead, giving the psychic class an additional advantage.

Strain from using psychic skills is marked off a character's PEP. When the character reaches PEP 0, he may no longer use psychic skills. PEP recovers at the same rate as nonlethal damage: 1 PEP per character level per hour. A character recovers PEP and heals damage at the same time. The GM may allow characters with 0 PEP to suffer strain damage as nonlethal or hit point damage instead, increasing a psychic's capability to use his abilities over a longer period of time.

XP Cost

To heavily limit the use of some psychic skills, the GM may require an XP cost in addition to (or instead of) the skill's normal strain. Even a small XP cost (between 1 and 10) makes players more reluctant to use that psychic skill freely and a larger XP cost (100 or more points) makes the skill quite rare, since character's won't be able to afford to use it often. XP cost is best reserved for psychic abilities the GM wishes to confine to once in an adventure uses (at the most) and skills that may have a major impact on the campaign.

No Strain

Finally, you may choose to ignore strain altogether. In this case, psychic skills are as easy to use as ordinary skills. This means that psychics can use their abilities as often as they wish. This is best suited to a campaign where all the characters are psychics (or at least have access to psychic skills) and psychics are not intended to balance against spellcasters, psions, or even other class abilities. In this case, metapsychic feats should be applied solely to individual skills rather than applying them on a per-use basis (since there can be no increase in strain for using a metapsychic feat). Either that or require the skill's normal strain

cost for applying a metapsychic feat (meaning that metapsychic-enhanced skills cost strain while normal psychic skill use doesn't).

Familiarity vs. Distance

Psychic skills as they are described in this book are assumed to transcend distance as we understand it. Many psychic abilities can operate over any distance. It's not a matter of how far away the target is, but how well known or familiar the target is to the psychic. This makes psychic abilities more flexible and more like they're often believed to work, but it can make them harder to limit, particularly when dealing with especially familiar targets. A teleporter can reach his home from anywhere in the world (anywhere in the universe, technically) and to a telepath, a close friend is only as far away as a brief mental contact, regardless of distance.

Some Gamemasters may prefer to limit psychic abilities by distance rather than familiarity. In this case, how well the psychic knows the target is irrelevant, it's entirely a matter of the distance between the psychic and the target. Simply substitute the appropriate distance modifier from the table AP-5 in place of the familiarity modifiers given on page 184. Adjust the values on the table as desired. For example, you may have the distances increase by a factor of 100 rather than a factor of 10. You can also set a maximum range for some or all psychic skills, beyond which they don't work at all. For example, all psychic skills might require line of sight (making some, such as Sense Minds, almost useless) or they might only work out to a distance of 50 feet, 100 feet, a mile, and so forth.

The GM can also choose to combine the familiarity and distance modifiers, applying both. This means that psychic skills used in line of sight or on familiar subjects close at hand are basically the same, but distant or unfamiliar subjects are more difficult, and subjects that are both distant and unfamiliar are nearly impossible to affect with psychic skills.

Table AP-5: Distance Modifiers

Distance	DC Modifier	Strain
Line of sight	+0	0
Up to 50 feet	+5	1
Up to 500 feet	+10	2
Up to 1 mile	+15	3
Up to 10 miles	+20	4
Up to 100 miles	+25	5
Up to 1,000 miles	+30	6

Appendix II: Sample Units

This appendix provides unit statistics for most of the common creature types presented in the MM. In all instances, ❑ = 1 damage factor. For details on special attacks and special qualities, see the appropriate creature entry in the MM. Unless otherwise notes, all units listed here have a 50 ft. Unit Space and a 5 ft. reach.

- Unit Statistics -

Bugbears

Statistics: Bugbear Unit (10/unit): Unit Hit Dice 30; Creature Hit Dice 3; Unit Damage Factors 30; Creature Lost Every 3; Creature/Unit Base Atk +2; Creature Atk +5 melee (6.5, morningstar) or +3 ranged (5.5, javelin); Unit Atk +6 melee (morningstar) or +3 ranged (javelin); Creature/Unit AC 17; Unit Speed 300 ft.; Unit Morale Bonus +3; Unit SV Fort +2, Ref +4, Will +1; SQ darkvision 60 ft., scent;

Damage Factors: ❑❑❑/❑❑❑/❑❑❑/❑❑❑/❑❑❑/❑❑❑/❑❑❑/❑❑❑/❑❑❑/❑❑❑

Centaurs

Statistics: Centaur Unit (5/unit): Unit Space 100 ft.; Unit Hit Dice 20; Creature Hit Dice 4; Unit Damage Factors 25; Creature Lost Every 5; Creature Reach 5 ft.; Creature/Unit Base Atk +4; Creature Atk +7 melee (13.5, longsword) and +3 melee (5.5, 2 hooves) or +5 ranged (11, composite [+4] longbow); Unit Atk +9 melee (longsword) +3 melee (2 hooves) or +7 ranged (composite [+4] longbow); Creature/Unit AC 14; Unit Speed 500 ft.; Unit Morale Bonus +5; Unit SV Fort +3, Ref +6, Will +5; SQ darkvision 60 ft.

Damage Factors: ❑❑❑❑❑/❑❑❑❑❑/❑❑❑❑❑/❑❑❑❑❑/❑❑❑❑❑

Demons, Dretch

Statistics: Demons, Dretch Unit (10/unit): Unit Hit Dice 20; Creature Hit Dice 2; Unit Damage Factors 20; Creature Lost Every 2; Creature/Unit Base Atk +2; Creature Atk +4 melee (4.5, 2 claws) and +2 melee (2.5, bite); Unit Atk +4 melee (2 claws) and +0 melee (bite); Creature/Unit AC 16; Unit Speed 200 ft.; Unit Morale Bonus +2; Unit SV Fort +5, Ref +3, Will +3; SA spell-like abilities, summon demon; SQ damage reduction 5/cold iron or good (–2 hits/attack), darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, fire 10 (–2 damage factors), telepathy 100 ft.;

Damage Factors: ❑❑/❑❑/❑❑/❑❑/❑❑/❑❑/❑❑/❑❑/❑❑/❑❑

Derro

Statistics: Derro Unit (10/unit): Unit Hit Dice 30; Creature Hit Dice 3; Unit Damage Factors 30; Creature Lost Every 3; Creature/Unit Base Atk +3; Creature Atk +4 melee (2.5, short sword) or +6 ranged (3.5, repeating crossbow); Unit Atk +2 melee (type) or +5 ranged (type); Creature/Unit AC 19; Unit Speed 200 ft.; Unit Morale Bonus +6; Unit SV Fort +2, Ref +5, Will +6; SA poison, spell-like abilities, sneak attack; SQ madness, spell resistance 15, vulnerability to sunlight;

Damage Factors: ❑❑❑/❑❑❑/❑❑❑/ ❑❑❑/❑❑❑/❑❑❑/ ❑❑❑/❑❑❑/❑❑❑/❑❑❑

Devils, Lemure

Statistics: Devils, Lemure Unit (10/unit): Unit Hit Dice 20; Creature Hit Dice 2; Unit Damage Factors 10; Creature Lost Every 1; Creature/Unit Base Atk +2; Creature Atk +2 melee (2.5, 2 claws); Unit Atk +0 melee (2 claws); Creature/Unit AC 14; Unit Speed 200 ft.; Unit Morale Bonus +2; Unit SV Fort +3, Ref +3, Will +3; SQ damage reduction 5/good or silver (–2 hits/attack), immune to fire and poison, mindless, resistance to acid and cold (–2 damage factor), see in darkness;

Damage Factors: ❑/❑/❑/❑/❑/❑/❑/❑/❑/❑

Dwarf Warrior

Statistics: Dwarf Warrior 1 Unit (10/unit): Unit Hit Dice 10; Creature Hit Dice 1; Unit Damage Factors 10; Creature Lost Every 1; Creature/Unit Base Atk +1; Creature Atk +3 melee (6.5, dwarven waraxe) or +1 ranged (3.5, shortbow); Unit Atk +4 (+5 against orcs and goblins) melee (dwarven waraxe) or +0 (+1 against orcs and goblins) ranged (shortbow); Creature/Unit AC 16 (20 against giants); Unit Speed 200 ft.; Unit Morale Bonus +0; Unit SV Fort +4, Ref +0, Will –1; SA dwarf traits; SQ darkvision 60 ft., dwarf traits;

Damage Factors: ❑/❑/❑/❑/❑/❑/❑/❑/❑/❑

Dwarf, Duergar

Statistics: Dwarf, Duergar (nonpsionic) Unit (10/unit): Unit Space 50 ft. (100 ft. enlarged); Unit Hit Dice 10; Creature Hit Dice 1; Unit Damage Factors 10; Creature Lost Every 1; Creature Reach 5 ft. (10 ft. enlarged); Creature/Unit Base Atk +1; Creature Atk +2 melee (5.5, warhammer) or +1 ranged (4.5, light crossbow) or when enlarged +2 melee (9, Large warhammer) or +1 ranged (7, large light crossbow); Unit Atk +2 melee (warhammer) or +1 ranged (light crossbow) or when enlarged +3 (Large warhammer) or +2 ranged (Large light crossbow); Creature/Unit AC 17 (15 enlarged); Unit Speed 200 ft.; Unit Morale Bonus +0; Unit SV Fort +4, Ref +0 (–1 enlarged), Will –1; SA duergar traits, spell-like abilities; SQ darkvision 60 ft, duergar traits;

Damage Factors: ❑/❑/❑/❑/❑/❑/❑/❑/❑/❑

Elf Warrior

Statistics: Elf Warrior 1 Unit (10/unit): Unit Hit Dice 10; Creature Hit Dice 1; Unit Damage Factors 10; Creature Lost Every 1; Creature/Unit Base Atk +1; Creature Atk +2 melee (5.5, longsword) or +3 ranged (4.5, longbow); Unit Atk +2 melee (longsword) or +3 ranged (longbow); Creature/Unit AC 15; Unit Speed 300 ft.; Unit Morale Bonus +0; Unit SV Fort +2, Ref +1, Will –1; SQ elf traits;

Damage Factors: ❑/❑/❑/❑/❑/❑/❑/❑/❑/❑

Elf, Drow Warrior

Statistics: Elf, Drow Warrior 1 Unit (10/unit): Unit Hit Dice 10; Creature Hit Dice 1; Unit Damage Factors 10; Creature Lost Every 1; Creature/Unit Base Atk +1; Creature Atk +3 melee (4.5, rapier) or +2 ranged (2.5, hand crossbow); Unit Atk +3 melee (rapier) or +0 ranged (hand crossbow); Creature/Unit AC 16; Unit Speed 300 ft.; Unit Morale Bonus +0; Unit SV Fort +2, Ref +1, Will –1; SA poison, spell-like abilities; SQ drow traits, spell resistance 12;

Damage Factors: ❑/❑/❑/❑/❑/❑/❑/❑/❑/❑

Hill Giant

Statistics: Hill Giant Unit (5/unit): Unit Space 100 ft.; Unit Hit Dice 60; Creature Hit Dice 12; Unit Damage Factors 100; Creature Lost Every 20; Creature Reach 10 ft.; Creature/Unit Base Atk +9; Creature Atk +16 melee (19, Large greatclub) or +15 melee (9.5, 2 slams) or +8 ranged (14, rock); Unit Atk +19 melee (Large greatclub) or +16 melee (2 slams) or +10 ranged (rock); Creature/Unit AC 20; Unit Speed 300 ft.; Unit Morale Bonus +12; Unit SV Fort +12, Ref +3, Will +4;

Damage Factors: ❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑/ ❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑/ ❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑/ ❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑/ ❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑

Gnoll

Statistics: Gnoll Unit (10/unit): Unit Hit Dice 20; Creature Hit Dice 2; Unit Damage Factors 20; Creature Lost Every 2; Creature/Unit Base Atk +1; Creature Atk +3 melee (6.5, battleaxe) or +1 ranged (3.5, shortbow); Unit Atk +4 melee (battleaxe) or +0 ranged (shortbow); Creature/Unit AC 15; Unit Speed 300 ft.; Unit Morale Bonus +2; Unit SV Fort +4, Ref +0, Will +0; SQ darkvision 60 ft.;

Damage Factors: ❑❑/❑❑/❑❑/❑❑/❑❑/❑❑/❑❑/❑❑/❑❑/❑❑

Gnome

Statistics: Gnome Unit (10/unit): Unit Hit Dice 10; Creature Hit Dice 1; Unit Damage Factors 10; Creature Lost Every 1; Creature/Unit Base Atk +1; Creature Atk +2 melee (3.5, Small longsword) or +3 ranged (3.5, Small light crossbow); Unit Atk +1 (+2 against kobolds and goblinoids) melee (Small longsword) or +2 (+3 against kobolds and goblinoids) ranged (Small light crossbow); Creature/Unit AC 16 (20 against giants); Unit Speed 200 ft.; Unit Morale Bonus +0; Unit SV Fort +4, Ref +0, Will –1; SQ gnome traits;

Damage Factors: ❑/❑/❑/❑/❑/❑/❑/❑/❑/❑

Goblin Warrior

Statistics: Goblin Warrior 1Unit (10/unit): Unit Hit Dice 10; Creature Hit Dice 1; Unit Damage Factors 10; Creature Lost Every 1; Creature/Unit Base Atk +1; Creature Atk +2 melee (3.5, Small morningstar) or +3 ranged (2.5, Small javelin); Unit Atk +1 melee (Small morningstar) or +1 ranged (Small javelin); Creature/Unit AC 15; Unit Speed 300 ft.; Unit Morale Bonus +0; Unit SV Fort +3, Ref +1, Will –1; SQ darkvision 60 ft.

Damage Factors: ❑/❑/❑/❑/❑/❑/❑/❑/❑/❑

Goblin Worg Riders

Statistics: Goblin Worg Riders Unit (10/unit): Unit Hit Dice 40 and 10; Creature Hit Dice 4 and 1; Unit Damage Factors 6 and 1; Creature Lost Every 6 or 1; Goblin Base Atk +1; Worg Base Atk +4; Unit Base Atk +1 and +4; Goblin Atk +2 melee (3.5, Small morningstar) or +3 ranged (2.5, Small javelin); Worg Atk +7 melee (7.5, bite); Unit Atk +1 melee (Small morningstar) and +8 melee (bite) or +1 ranged (Small javelin); Creature/Unit AC 14; Unit Speed 500 ft.; Unit Morale Bonus +0; Unit SV Fort +3/+6, Ref +1/+6, Will –1/+3;

Damage Factors: ❑❑❑ & ❑/❑❑❑ & ❑/❑❑❑ & ❑/❑❑❑ & ❑/❑❑❑ & ❑/❑❑❑ & ❑/❑❑❑ & ❑/❑❑❑ & ❑/❑❑❑ & ❑

Grimlock

Statistics: Grimlock Unit (10/unit): Unit Hit Dice 20; Creature Hit Dice 2; Unit Damage Factors 20; Creature Lost Every 2; Creature/Unit Base Atk +2; Creature Atk +4 melee (7.5, battleaxe); Unit Atk +5 melee (battleaxe); Creature/Unit AC 15; Unit Speed 300 ft.; Unit Morale Bonus +1; Unit SV Fort +1, Ref +4, Will +2; SQ blindsight 40 ft., immunities, scent;

Damage Factors: ❑❑/❑❑/❑❑/❑❑/❑❑/❑❑/❑❑/❑❑/❑❑/❑❑

Halfling Warrior

Statistics: Halfling Warrior 1 Unit (10/unit): Unit Hit Dice 10; Creature Hit Dice 1; Unit Damage Factors 10; Creature Lost Every 1; Creature/Unit Base Atk +1; Creature Atk +3 melee (3.5, Small longsword) or +3 ranged (3.5, Small light crossbow); Unit Atk +2 melee (Small longsword) or +2 ranged (Small light crossbow); Creature/Unit AC 16; Unit Speed 200 ft.; Unit Morale Bonus +0; Unit SV Fort +4, Ref +2, Will +0; SA halfling traits; SQ halfling traits;

Damage Factors: ❑/❑/❑/❑/❑/❑/❑/❑/❑/❑

Hobgoblin Warrior

Statistics: Hobgoblin Warrior 1 Unit (10/unit): Unit Hit Dice 10; Creature Hit Dice 1; Unit Damage Factors 10; Creature Lost Every 1; Creature/Unit Base Atk +1; Creature Atk +2 melee (5.5, longsword) or +2 ranged (4.5, javelin); Unit Atk +2 melee (longsword) or +2 ranged (javelin); Creature/Unit AC 15; Unit Speed 30 ft.; Unit Morale Bonus +0; Unit SV Fort +4, Ref +1, Will –1; SQ darkvision 60 ft.;

Damage Factors: ❑/❑/❑/❑/❑/❑/❑/❑/❑/❑

Human Commoner

Statistics: Human Commoner 1 Unit (10/unit): Unit Hit Dice 10; Creature Hit Dice 1; Unit Damage Factors 10; Creature Lost Every 1; Creature/Unit Base Atk +0; Creature Atk +0 melee (3.5, club); Unit Atk –1 melee (club); Creature/Unit AC 11 (padded); Unit Speed 300 ft.; Unit Morale Bonus +0; Unit SV Fort +0, Ref +0, Will +0;

Damage Factors: ❑/❑/❑/❑/❑/❑/❑/❑/❑/❑

Human Warrior

Statistics: Human Warrior 1 Unit (10/unit): Unit Hit Dice 10; Creature Hit Dice 1; Unit Damage Factors 10; Creature Lost Every 1; Creature/Unit Base Atk +1; Creature Atk +2 melee (4.5, longsword) or +1 ranged (3.5, shortbow); Unit Atk +2 melee (longsword) or +0 ranged (shortbow); Creature/Unit AC 14 (scale); Unit Speed 200 ft.; Unit Morale Bonus +0; Unit SV Fort +3, Ref +0, Will –1;

Damage Factors: ❑/❑/❑/❑/❑/❑/❑/❑/❑/❑

Kobold Warrior

Statistics: Kobold Warrior 1 Unit (10/unit): Unit Hit Dice 10; Creature Hit Dice 1; Unit Damage Factors 10; Creature Lost Every 1; Creature/Unit Base Atk +1; Creature Atk +1 melee (2.5, Small spear) or +3 ranged (1.5, Small sling); Unit Atk –1 melee (Small spear) or +0 ranged (Small sling); Creature/Unit AC 15; Unit Speed 300 ft.; Unit Morale Bonus +0; Unit SV Fort +2, Ref +1, Will –1;

Damage Factors: ❑/❑/❑/❑/❑/❑/❑/❑/❑/❑

Lizardfolk

Statistics: Lizardfolk Unit (10/unit): Unit Hit Dice 20; Creature Hit Dice 2; Unit Damage Factors 20; Creature Lost Every 2; Creature/Unit Base Atk +1; Creature Atk +2 melee (3.5, 2 claws) and +0 melee (2.5, bite) or +2 melee (4.5, club) and +0 melee (2.5, bite) or +1 ranged (4.5, javelin); Unit Atk +1 melee (2 claws) and –2 melee (bite) or +2 melee (club) and –2 melee (bite) or +1 ranged (javelin); Creature/Unit AC 15; Unit Speed 300 ft.; Unit Morale Bonus +2; Unit SV Fort +1, Ref +3, Will +0; SQ hold breath;

Damage Factors: ❑❑/❑❑/❑❑/❑❑/❑❑/❑❑/❑❑/❑❑/❑❑/❑❑

Minotaur

Statistics: Minotaur Unit (5/unit): Unit Space 10 ft.; Unit Hit Dice 30; Creature Hit Dice 6; Unit Damage Factors 35; Creature Lost Every 7; Creature Reach 10 ft.; Creature/Unit Base Atk +6; Creature Atk +9 melee (18.5, Large greataxe) and +4 melee (6.5, gore); Unit Atk +12 melee (greataxe) and +5 melee (gore); Creature/Unit AC 14; Unit Speed 300 ft.; Unit Morale Bonus +6; Unit SV Fort +6, Ref +5, Will +5; SA +14 (powerful charge); SQ darkvision 60 ft., natural cunning, scent;

Damage Factors: ❑❑❑❑❑❑❑/❑❑❑❑❑❑❑/❑❑❑❑❑❑❑/❑❑❑❑❑❑❑/❑❑❑❑❑❑❑

Ogre

Statistics: Ogre Unit (5/unit): Unit Space 10 ft.; Unit Hit Dice 20; Creature Hit Dice 4; Unit Damage Factors 25; Creature Lost Every 5; Creature Reach 10 ft.; Creature/Unit Base Atk +3; Creature Atk +8 melee (16, Large greatclub) or +1 ranged (9.5, Large javelin); Unit Atk +11 melee (Large greatclub) or +2 ranged (Large javelin); Creature/Unit AC 16; Unit Speed 300 ft.; Unit Morale Bonus +4; Unit SV Fort +6, Ref +0, Will +1;

Damage Factors: ❑❑❑❑❑/❑❑❑❑❑/❑❑❑❑❑/❑❑❑❑❑/❑❑❑❑❑

Orc

Statistics: Orc Unit (10/unit): Unit Hit Dice 10; Creature Hit Dice 1; Unit Damage Factors 10; Creature Lost Every 1; Creature/Unit Base Atk +1; Creature Atk +4 melee (9, falchion) or +1 ranged (6.5, javelin); Unit Atk +5 melee (falchion) or +2 ranged (javelin); Creature/Unit AC 13; Unit Speed 300 ft.; Unit Morale Bonus –1; Unit SV Fort +3, Ref +0, Will –2; SQ darkvision 60 ft., light sensitivity;

Damage Factors: ❑/❑/❑/❑/❑/❑/❑/❑/❑/❑

Human Warrior Skeleton

Statistics: Human Warrior Skeleton Unit (10/unit): Unit Hit Dice 10; Creature Hit Dice 1; Unit Damage Factors 10; Creature Lost Every 1; Creature/Unit Base Atk +0; Creature Atk +1 melee (4.5, scimitar) or +1 ranged (3.5, 2 claws); Unit Atk +1 melee (scimitar) or +0 ranged (2 claws); Creature/Unit AC 15; Unit Speed 300 ft.; Unit Morale Bonus +1; Unit SV Fort +0, Ref +1, Will +2; SQ damage reduction 5/bludgeoning, darkvision 60 ft., immune to cold, undead;

Damage Factors: ❑/❑/❑/❑/❑/❑/❑/❑/❑/❑

Human Commoner Zombie

Statistics: Human Commoner Zombie Unit (10/unit): Unit Hit Dice 20; Creature Hit Dice 2; Unit Damage Factors 30; Creature Lost Every 3; Creature/Unit Base Atk +1; Creature Atk +2 melee (4.5, club); Unit Atk +2 melee (club); Creature/Unit AC 11; Unit Speed 300 ft.; Unit Morale Bonus +2; Unit SV Fort +0, Ref –1, Will +3; SQ single actions only, damage reduction 5/slashing; darkvision 60 ft., undead;

Damage Factors: ❑❑❑/❑❑❑/❑❑❑/❑❑❑/❑❑❑/❑❑❑/❑❑❑/❑❑❑/❑❑❑/❑❑❑

CHARACTER NAME | PLAYER | CAMPAIGN

CHARACTER RECORD SHEET

CLASS AND LEVEL | RACE | DEITY

CHAOS / EVIL / GOOD / LAW

SIZE | AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR | SKIN

	SCORE	MODIFIER	TEMPORARY SCORES	
STR				
DEX				
CON				
INT				
WIS				
CHA				
LUCK				

HP | WOUNDS/CURRENT HP | NONLETHAL DAMAGE | SPEED

AC = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + MISC MODIFIER + MISC MODIFIER

DAMAGE REDUCTION

TOUCH | FLAT-FOOTED

INITIATIVE = TOTAL + DEX + MISC

SPELL RESISTANCE

RACIAL FEATURES

MODIFIERS	Points	ABILITIES	Points

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	MISC	MISC	CONDITIONAL
FORTITUDE	=	+	+	+	+		
REFLEX	=	+	+	+	+		
WILL	=	+	+	+	+		

BASE ATTACK BONUS | MELEE | RANGED

GRAPPLE = BAB + STR + SIZE + MISC

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION:_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION:_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION:_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION:_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

SKILLS

MAX RANKS ___ / ___

CLASS	SKILL NAME	KEY ABILITY	SKILL MOD	=	ABILITY MOD	+	RANKS	+	MISC MOD
☐	APPRAISE ■	INT		=		+		+	
☐	BALANCE ■ ☼	DEX		=		+		+	
☐	BLUFF ■	CHA		=		+		+	
☐	CLIMB ■ ☼	STR		=		+		+	
☐	CONCENTRATION ■	CON		=		+		+	
☐	CRAFT (_____) ■	INT		=		+		+	
☐	CRAFT (_____) ■	INT		=		+		+	
☐	CRAFT (_____) ■	INT		=		+		+	
☐	DECIPHER SCRIPT	INT		=		+		+	
☐	DIPLOMACY ■	CHA		=		+		+	
☐	DISABLE DEVICE	INT		=		+		+	
☐	DISGUISE ■	CHA		=		+		+	
☐	ESCAPE ARTIST ■ ☼	DEX		=		+		+	
☐	FORGERY	INT		=		+		+	
☐	GATHER INFORMATION ■	CHA		=		+		+	
☐	HANDLE ANIMAL	CHA		=		+		+	
☐	HEAL ■	WIS		=		+		+	
☐	HIDE ■ ☼	DEX		=		+		+	
☐	INTIMIDATE ■	CHA		=		+		+	
☐	JUMP ■ ☼	STR		=		+		+	
☐	KNOWLEDGE (_____)	INT		=		+		+	
☐	KNOWLEDGE (_____)	INT		=		+		+	
☐	KNOWLEDGE (_____)	INT		=		+		+	
☐	KNOWLEDGE (_____)	INT		=		+		+	
☐	KNOWLEDGE (_____)	INT		=		+		+	
☐	LISTEN ■	WIS		=		+		+	
☐	MOVE SILENTLY ■ ☼	DEX		=		+		+	
☐	OPEN LOCK	DEX		=		+		+	
☐	PERFORM (_____) ■	CHA		=		+		+	
☐	PERFORM (_____) ■	CHA		=		+		+	
☐	PERFORM (_____) ■	CHA		=		+		+	
☐	PROFESSION (_____)	WIS		=		+		+	
☐	PROFESSION (_____)	WIS		=		+		+	
☐	RIDE ■	DEX		=		+		+	
☐	SEARCH ■	INT		=		+		+	
☐	SENSE MOTIVE ■	WIS		=		+		+	
☐	SLEIGHT OF HAND ☼	DEX		=		+		+	
☐	SPELLCRAFT	INT		=		+		+	
☐	SPOT ■	WIS		=		+		+	
☐	SURVIVAL ■	WIS		=		+		+	
☐	SWIM ■ ☼	STR		=		+		+	
☐	TUMBLE ☼	DEX		=		+		+	
☐	USE MAGIC DEVICE	CHA		=		+		+	
☐	USE ROPE ■	DEX		=		+		+	
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	

■ Denotes a skill that can be used untrained

☐ Mark this box with an x if the skill is a class s

☼ Armor check penalty, if any, applies (double for swim)

CHARACTER NAME | PLAYER | CAMPAIGN

CHARACTER RECORD SHEET

CLASS AND LEVEL | RACE | DEITY

CHAOS / EVIL / GOOD / LAW

SIZE | AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR | SKIN

GREEN RONIN PUBLISHING

	SCORE	MODIFIER	TEMPORARY SCORES
STR			
DEX			
CON			
INT			
WIS			
CHA			
LUCK			

HP | WOUNDS/CURRENT HP | NONLETHAL DAMAGE | SPEED

AC = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + MISC MODIFIER + MISC MODIFIER

DAMAGE REDUCTION

TOUCH | FLAT-FOOTED

INITIATIVE = TOTAL + DEX + MISC

SPELL RESISTANCE

RACIAL FEATURES

MODIFIERS	Points	ABILITIES	Points

SAVING THROWS	TOTAL	= BASE	+ STAT	+ MAGIC	+ MISC	+ MISC	CONDITIONAL
FORTITUDE							
REFLEX							
WILL							

BASE ATTACK BONUS | MELEE | RANGED

GRAPPLE = BAB + STR + SIZE + MISC

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION:_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION:_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION:_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION:_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

SKILLS

MAX RANKS /

CLASS	SKILL NAME	KEY ABILITY	SKILL MOD	= ABILITY MOD	+ RANKS	+ MISC MOD
☐	APPRAISE ■	INT		=	+	+
☐	BALANCE ■ ☼	DEX		=	+	+
☐	BLUFF ■	CHA		=	+	+
☐	CLIMB ■ ☼	STR		=	+	+
☐	CONCENTRATION ■	CON		=	+	+
☐	CRAFT (_____) ■	INT		=	+	+
☐	CRAFT (_____) ■	INT		=	+	+
☐	CRAFT (_____) ■	INT		=	+	+
☐	DECIPHER SCRIPT	INT		=	+	+
☐	DIPLOMACY ■	CHA		=	+	+
☐	DISABLE DEVICE	INT		=	+	+
☐	DISGUISE ■	CHA		=	+	+
☐	ESCAPE ARTIST ■ ☼	DEX		=	+	+
☐	FORGERY	INT		=	+	+
☐	GATHER INFORMATION ■	CHA		=	+	+
☐	HANDLE ANIMAL	CHA		=	+	+
☐	HEAL ■	WIS		=	+	+
☐	HIDE ■ ☼	DEX		=	+	+
☐	INTIMIDATE ■	CHA		=	+	+
☐	JUMP ■ ☼	STR		=	+	+
☐	KNOWLEDGE (_____)	INT		=	+	+
☐	KNOWLEDGE (_____)	INT		=	+	+
☐	KNOWLEDGE (_____)	INT		=	+	+
☐	KNOWLEDGE (_____)	INT		=	+	+
☐	KNOWLEDGE (_____)	INT		=	+	+
☐	LISTEN ■	WIS		=	+	+
☐	MOVE SILENTLY ■ ☼	DEX		=	+	+
☐	OPEN LOCK	DEX		=	+	+
☐	PERFORM (_____) ■	CHA		=	+	+
☐	PERFORM (_____) ■	CHA		=	+	+
☐	PERFORM (_____) ■	CHA		=	+	+
☐	PROFESSION (_____)	WIS		=	+	+
☐	PROFESSION (_____)	WIS		=	+	+
☐	RIDE ■	DEX		=	+	+
☐	SEARCH ■	INT		=	+	+
☐	SENSE MOTIVE ■	WIS		=	+	+
☐	SLEIGHT OF HAND ☼	DEX		=	+	+
☐	SPELLCRAFT	INT		=	+	+
☐	SPOT ■	WIS		=	+	+
☐	SURVIVAL ■	WIS		=	+	+
☐	SWIM ■ ☼	STR		=	+	+
☐	TUMBLE ☼	DEX		=	+	+
☐	USE MAGIC DEVICE	CHA		=	+	+
☐	USE ROPE ■	DEX		=	+	+
☐				=	+	+
☐				=	+	+
☐				=	+	+

■ Denotes a skill that can be used untrained

☐ Mark this box with an x if the skill is a class s

☼ Armor check penalty, if any, applies (double for swim)

Index

A

Abilities 4, 66, 181
Luck 4
Ability Damage 83
Ability Drain 83
Action 183
Adventures 180
Eldritch Weaver 17
Evangelist 21
Scout 25
Spellmaster 29
Thanemage 33
Warpriest 38
Age 57
Aiding Others 208
Alignment 56–62, 180
Checks 60–62
Eldritch Weaver 17
Evangelist 21
Example Attributes 57
Numerical Ratings 56
Restrictions 57
Scout 26
Spellmaster 29
Thanemage 33
Warpriest 38
Ambush 67
Armor Class 65
Attacks of Opportunity 67, 184–185

B

Background 181
Eldritch Weaver 18
Evangelist 22
Scout 26
Spellmaster 29
Thanemage 33
Warpriest 38
Bard Spells 104
Baseline 66
Bull Rush 87
Burrowing 98

C

Cavalry Units 89
Characteristics 180
Eldritch Weaver 17
Evangelist 21
Scout 25
Spellmaster 29
Thanemage 33
Warpriest 38
Classes 17
Eldritch Weaver 17, 41
Evangelist 21, 42
Scout 25, 42
Spellmaster 29, 42
Thanemage 33, 42
Warpriest 38, 42
Class Features 34–38, 39–41
Eldritch Weaver 19–21
Evangelist 22–24
Psychic Core Class 182–183
Bonus Psychic Feats 182
Psychic Ability 182
Psychic Skills 182
Weapon and Armor Proficiency 182
Scout 26–28
Spellmaster 29–33
Class Skills
Eldritch Weaver 18
Evangelist 22
Psychic Core Class 181
Scout 26
Spellmaster 29
Thanemage 34
Warpriest 39
Class Skills, Psychic 183
Cleric Spells 105
Combat 63
Combat Conditions 85
Commanders 74
Command Checks 75
Concealment 86
Counterspells 99
Cover 86
Cross-Class Psychics 182
Cross-Class Skills, Psychic 183

D

Death 82
Death and Dying 82
Disarm 87
Double Actions 68
Drones 207
Druid Spells 105

E

Eldritch Weaver 17–21
Epic 41
Eldritch Weaver Spells 112
Evangelist 21–25
Epic 42
Evangelist Spells 106

F

Familiarity 183–184, 194
Familiarity, Distance and 215
Feats 53, 66
Apport Arrows 201
Armored Caster 53
Clairsentience 201
Combat Concentration 201
Coordinated Melee Attack 54
Craft Psychic Construct 202
Crushing Charge 53
Cure Blindness/Deafness 202
Cure Disease 202
Cure Poison 202
Dimensional Shift 202
Direct Talent 202
Divert Teleport 202
Empower Talent 203
Energy Shield 203
Erase Signature 203
Extend Talent 203
Fighting Withdrawal 54
Flight 203
Frightful Charge 54
Greater Psychic Focus 203
Imbue Weapon 203
Improved Coordinated Melee Attack 54
Maximize Talent 203
Mental Fortitude 203
Mental Recovery 204
Mind Over Matter 204
Mind Switch 204
Mind Trap 204
Multitasking 204
Psychic Ability 204
Psychic Channeling 204
Psychic Focus 204
Psychic Invisibility 204
Psychic Link 205
Psychic Reflection 205
Psychic Severance 205
Psychic Stamina 205
Psychic Weapon 205
Psychokinesis 205
Psychometabolism 205
Psychoportation 206
Quicken Talent 206
Rapid Sniping 54
Reduced Strain 206
Sensitive 206
Share Lesser Divination 54
Shield Penetration 206
Skill Aptitude 206
Subtle Talent 206
Taunt 55
Telepathy 206
Thread Focus 55
Truth Reading 206
Widen Talent 207
Wild Talent 207
Wrath of the Faithful 55
Feats, Metapsychic 201
Feats, Psychic 201–208
Apport Arrows 201
Clairsentience 201
Combat Concentration 201
Craft Psychic Construct 202
Cure Blindness/Deafness 202
Cure Disease 202
Cure Poison 202
Dimensional Shift 202
Direct Talent 202
Divert Teleport 202
Empower Talent 203
Energy Shield 203
Erase Signature 203
Extend Talent 203
Flight 203
Greater Psychic Focus 203
Imbue Weapon 203
Maximize Talent 203
Mental Fortitude 203
Mental Recovery 204
Mind Over Matter 204
Mind Switch 204
Mind Trap 204
Multitasking 204
Psychic Ability 204
Psychic Channeling 204
Psychic Companion 204
Psychic Focus 204
Psychic Invisibility 204
Psychic Link 205
Psychic Reflection 205
Psychic Severance 205
Psychic Stamina 205
Psychic Weapon 205
Psychokinesis 205
Psychometabolism 205
Psychoportation 206
Quicken Talent 206
Reduced Strain 206
Sensitive 206
Shield Penetration 206
Skill Aptitude 206
Subtle Talent 206
Telepathy 206
Truth Reading 206
Widen Talent 207
Wild Talent 207
Feats, Psychic Talent 201
Flanking 84
Free Actions 68, 73

G

Game Rule Information 34–38, 181–182
Eldritch Weaver 18–20
Evangelist 22–24
Scout 26–28
Spellmaster 29–33
Warpriest 39–41
Gestalts 208
Gestalts, Psychic 208
Giving Orders 75
Grapple 88
Grappling, Psychic 208–209, 208–210

INDEX

H

Hit Points 65

I

Initiative 66
Injury 82

M

Magic 212
Maintaining Psychic Skills 185
Mass 184
Mass Combat 63
Memory Alteration, Self-Imposed 210
Mental Conditioning 207, 207–208
Mental Contact 185
Morale 91
Morale Bonus 66
Mounted Combat 89
Mounted Unit Combat 90
Mounts 89
Movement 83
Move Actions 68, 71
Multiclass Psychics 182
Multiple Targets 185

N

Nonlethal Damage 83

O

Obstacles 94
Orders 74
- Advance to Rendezvous Point 78
- Aid Ally 78
- Approach Commander 78
- Assume Unit Command 78
- Attack Any Enemy 78
- Attack Exposed Enemy 79
- Become Commander-in-Chief 79
- Bolster Attack 79
- Bolster Morale 79
- Deliver Coup de Grace 79
- Drop Prone 79
- Embolden Unit 79
- Fight Defensively 80
- Guard 80
- Light Torch/Fire 80
- March 80
- Melee Maneuver 80
- New Rendezvous 80
- Overrun 80
- Perform Miscellaneous Action 81
- Quick Rally 81
- Ready Action 81
- Retreat 81
- Run 81
- Shield Wall 81
- Take over Subcommand 82
- Total Defense 82
- Withdraw from Melee Contact 82
- Withhold Attack of Opportunity 82

Other Classes 181
- Eldritch Weaver 18
- Evangelist 22
- Scout 26
- Spellmaster 29
- Thanemage 34
- Warpriest 38

P

Paladin Spells 108
Position 83
Psionics 212
Psions 182–183
Psychic Constructs 211–212, 215
- Altering 211
- Creating 211

Psychic Familiarity 194
Psychic Shields 207

R

Races 8, 181
- Dwarves 11
- Eldritch Weaver 18
- Elves 11
- Evangelist 22
- Gnomes 12
- Greater Dwarf 13
- Half-Dwarf 14
- Halflings 13
- Humans 10
- Planetouched 15
- Scout 26
- Spellmaster 29
- Thanemage 34
- Warpriest 38

Range 184
Ranged Defensive Fire 67
Ranger Spells 108
Reach 65
Religion 180
- Eldritch Weaver 18
- Evangelist 22
- Scout 26
- Spellmaster 29
- Thanemage 33
- Warpriest 38

Rendezvous Point 66
Restricted Access 213
Role
- Eldritch Weaver 18
- Evangelist 22
- Scout 26
- Spellmaster 29
- Thanemage 34
- Warpriest 39

S

Saving Throws 66, 103, 185
Scout 25–28
- Epic 42

Shields, Damaging 207
Shields, Extending 207
Skills 43, 66
- Balance 43
- Bluff 46
- Climb 47, 97
- Concentration 47, 98
- Craft 47
- Decipher Script 47
- Diplomacy 48
- Disable Device 48
- Disguise 48
- Escape Artist 48
- Forgery 48
- Gather Information 49
- Handle Animal 49
- Heal 49
- Hide 49
- Intimidate 49
- Jump 49, 97
- Knowledge 50
- Listen 50
- Open Lock 50
- Perform 50
- Profession 50
- Ride 51
- Search 51
- Sense Motive 51
- Sleight Of Hand 51
- Spellcraft 51
- Spot 51
- Survival 52
- Swim 52, 98
- Tumble 52
- Use Magic Device 52
- Use Rope 52

Skills, Existing 183
- Bluff 183
- Concentration 183
- Knowledge (psychic) 183
- Sense Motive 183

Skills, Psychic 183–200
- Adaptation 186
- Apport 186
- Blink Teleport 186
- Body Control 186
- Combat Sense 187
- Cryokinesis 187
- Dimensional Phase 187
- Dimensional Shift 187
- Domination 188
- Drain Ability 188
- Drain Emotion 188
- Drain Power 188
- Drain Vitality 189
- Dreamwalk 189
- Empathic Projection 189
- Empathy 189
- Enhance Ability 190
- Enhance Senses 190
- Illusion 190
- Life Drain 191
- Life Extension 191
- Mental Contact 191
- Mindswitch 192
- Mind Reading 192
- Photokinesis 192
- Precognition 193
- Psychic Blast 193
- Psychic Healing 193
- Psychic Sense 194
- Psychic Shield 195
- Psychic Static 195
- Psychic Surgery 195
- Psychic Weapon 196
- Psychometry 197
- Pyrokinesis 197
- Remote Viewing 197
- Sense Minds 198
- Sleep 198
- Suggestion 198
- Telekinesis 199
- Telekinetic Blast 199
- Telekinetic Grip 199
- Telekinetic Shield 199
- Teleport 200
  - *Misjumps 200*

Skill Checks, Psychic 183
Sneak Attacks 88
Sorcerer Spells 108
Space 65
Special Attacks 65
Special Qualities 66
Speed 65
Spellmaster 29–33
- Epic 42

Spells 104, 143
- Affect Flames 143
- Airform 144
- Air and Water 143
- Air Bubble 144
- Alter Liquid 144
- Alter Metal 145
- Amber Globes 145
- Arcane Ram 146
- Arcane Seal 146
- Astute Fighting 147
- Battlelink 147
- Beneficence 147
- Blackburst 148
- Brimstone 148

Brimstone Storm 148
Castigate 148
Chastise Person 149
Cloak of Gloom 149
Corrosive Touch 150
Crown of Terror 150
Crown of Valor 150
Crystal Globes 150
Deadly Tempest 150
Deathchant 151
Dimension Hop 151
Divine Luck 151
Draw on Faith 151
Dust Cloud 152
Dust Wall 152
Eagle Eyes 152
Earthform 152
Earthmaw 152
Earthwalk 153
Enchanting Flames 153
Fastheal 153
Fireform 155
Fire Imps 154
Flame of Chaos 155
Flame of Evil 156
Flame of Good 155
Flame of Law 156
Foozle 156
Force Marbles 156
Furious Assault 157
Greater Arcane Seal 146
Greater Crown of Terror 150
Greater Crown of Valor 150
Greater Flame of Chaos 155
Greater Flame of Evil 156
Greater Flame of Good 155
Greater Flame of Law 156
Greater Spiritbow 170
Greater Staffstrike 171
Heat Lightning 157
Id Assassin 157
Id Seizure 157
Indomitable Will 158
Iron Sphere 158
Lesser Arcane Seal 147
Lesser Fastheal 153
Lesser Flame of Chaos 155
Lesser Flame of Evil 156
Lesser Flame of Good 155
Lesser Flame of Law 156
Lesser Spiritbow 170
Lesser Staffstrike 171
Lifechant 158
Locate Individual 158
Long-Range Weapon 158
Maddening Insult 159
Maelstrom 159
Manyeyes 160
Mark of Censure 160
Mass Fastheal 154

INDEX

Missteps 160
Moonbright 160
Moonshadows 160
Muddled Auras 161
Obscure Text 161
Opposition 162
Pearl of Brilliance 162
Potent Weapon 162
Precipitate 163
Produce Searing Flame 163
Puffball 163
Quickscribe 163
Read Emotions 164
Read History 164
Replicate Object 165
Ride Winds 165
Ring of Fire 165
Sanctum 166
Scales of the Wyrm 166
Scourge Foes 166
Scourge Infidels 166
Secret Missive 167
Secret Speech 167
Senses of the Wyrmling 168
Shaded Sight 168
Shadow Curtain 168
Shooting Star 168
Showall 168
Slip Bonds 169
Smite Foe 169
Spacious Sleeves 169
Spiritbow 170
Split Mind 170
Staffstrike 171
Starblade 171
Steam Jet 171
Steely Will 172
Stonefist 172
Strength of Faith 172
Sunglobe 173
Sunray 173
Sun Motes 172
Symbol of Despair 173
Symbol of Destruction 174
Tangled Script 174
Teeth of the Wind 175
Telekinetic Puppet 175
Thievesbane 175
Third Eye 175
Thought Sphere 176
Torchdim 176
Tremor 176
Unmind 176
Unseen Guardian 177
Vigilance 177
Wall of Swords 177
Warpwall 177
Waterform 179
Water Jet 178
Water Shape 178
Windrazor 179
Splash Weapons 88
Standard Actions 68
Strain 185
Alternatives to 213–214
Strain, Alternatives to 213
Surprise 67

T

Telekinetically Wielding Weapons 210
Telepathic Eavesdropping 210
Teleportation 210
Temporary Hit Points 83
Terrain 94
Thanemage 33–38
Epic 42
Threads 112
Thread of Air 112
Thread of Benighting 114
Thread of Blight 115
Thread of Cantrips 112
Thread of Changes 116
Thread of Chicanery 117
Thread of Deception 118
Thread of Delusion 119
Thread of Destruction 119
Thread of Dimension 120
Thread of Earth 121
Thread of Emotions 122
Thread of Factotums 124
Thread of Fetters 125
Thread of Fire 124
Thread of Gemini 126
Thread of Knowledge 127
Thread of Oration 129
Thread of Shadows 132
Thread of Smiting 133
Thread of Spheres 134
Thread of Storms 135
Thread of Surcease 136
Thread of the Archer 113
Thread of the Artisan 113
Thread of the Cavalier 115
Thread of the Executioner 123
Thread of the Mendicant 128
Thread of the Mind 129
Thread of the Rogue 130
Thread of the Scribe 131
Thread of the Skald 132
Thread of the Sun and Moon 136
Thread of the Undead 138
Thread of the Warrior 141
Thread of the Wyrm 142
Thread of Travelers 137
Thread of Veils 138
Thread of Vision 139
Thread of Wards 140
Thread of Water 141
Trip 88

U

Unit 63
Unit Actions 68
Unit Statistics 215–218
Bugbears 215
Centaurs 215
Demons, Dretch 215
Derro 216
Devils, Lemure 216
Dwarf, Duergar 216
Dwarf Warrior 216
Elf, Drow Warrior 216
Elf Warrior 216
Gnoll 217
Gnome 217
Goblin Warrior 217
Goblin Worg Riders 217
Grimlock 217
Halfling Warrior 217
Hill Giant 216
Hobgoblin Warrior 217
Human Commoner 217
Human Commoner Zombie 218
Human Warrior 218
Human Warrior Skeleton 218
Kobold Warrior 218
Lizardfolk 218
Minotaur 218
Ogre 218
Orc 218

W

Warpriest 38–41
Epic 42
Warpriest Spells 110
Wild Talents 182
Wizard Spells 108

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Cry Havoc ©2003 Skip Williams. All rights reserved.

The Psychic's Handbook, Copyright 2004, Green Ronin Publishing; Author Steve Kenson

Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman.

Advanced Player's Manual Copyright 2005, Green Ronin Publishing; Author Skip Williams.